SHINING KNIGHT

OF

(PALADIN)

Paladin Level [ ]

Paladin Level − 3 = Caster Level [ ]

GOOD · LAWFUL · CHAOTIC · EVIL

DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.

Does not detect any other evil auras nearby.

DIVINE GRACE

Level **2**

CHA — Bonus to all saving throws

AURA

Level **3** — **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level **8** — **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level **11** — **AURA OF JUSTICE**
Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

Level **14** — **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Level **17** — **AURA OF RIGHTEOUSNESS**
Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

SKILLED RIDER

Level **3**
Take no armour check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Level **4**
Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGIA
ROLAGEM

[ ] d6 = (_____ ÷ 2) + _____
Paladin Level / Misc

(Round up)

VONTADE
CD DE RESISTÊNCIA

[ ] = 10 + (_____ ÷ 2) + CHA
Paladin Level

(Round down)

DIVINE BOND

Level **5** — **SPECIAL MOUNT**
Name _____

Type _____ ☐ Summoned Today

Enhancements _____

SPELLS

	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
1							
2							
3							
4							

Spell Save DC = 10 + CHA + Spell Level

Concentration [ ] = CHA + _____ Caster Level

SMITE EVIL

FOES PER DAY

[ ] = (_____ ÷ 3) + _____
Paladin Level / Misc

Foes Today ☐☐☐ ☐☐☐

(Round up)

ATTACK BONUS
+ [ ] = CHA + _____ Misc

DEFLECTION BONUS
+ [ ] AC = CHA + _____ Misc

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

DAMAGE BONUS
+ [ ] = _____ + _____
Paladin Level / Misc

EVIL DAMAGE BONUS
+ [ ] = (_____ × 2) + _____
Paladin Level / Misc

LAY ON HANDS

Level **2**

USOS PER DAY
[ ] = (_____ ÷ 2) + CHA + _____
Paladin Level / Misc

Uses Today ☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐☐

(Round down)

HEALING HIT POINTS
[ ] d6 = (_____ ÷ 2) + _____
Paladin Level / Misc

(Round down)

MERCIES

Level	
3	12
6	15
9	18

PREPARED SPELLS

☐☐☐ ☐☐☐
☐☐☐ **1** ☐☐☐
☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
☐☐☐ **2** ☐☐☐
☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
☐☐☐ **3** ☐☐☐
☐☐☐ ☐☐☐

☐☐☐ ☐☐☐
☐☐☐ **4** ☐☐☐
☐☐☐ ☐☐☐

KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

Level **11**

VONTADE CD DE RESISTÊNCIA
[ ] = 10 + (_____ ÷ 2) + CHA
Paladin Level

DURATION
[ ] rds = _____ ÷ 2
Paladin Level

HOLY CHAMPION

Level **20**

Increase damage reduction to 10/evil.

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.