

# HOSPITALER



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

## 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 HEALING**  
Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make an extra saving throw against curses, disease or poison.

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.

## DIVINE HEALTH

Level 3 Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Level 4 Cleric Level  = Paladin Level - 3

CHANNEL PER DAY

= 3 + **CHA** +  (Round up)

ENERGY ROLL Cleric Level  =  ÷ 2 +  (Round up)

WILL SAVE DC Cleric Level  = 10 +  ÷ 2 + **CHA** (Round down)

## DIVINE BOND

Level 5 ☐ SPECIAL MOUNT ☐ BONDED WEAPON Name

Type  ☐ Summoned Today

Enhancements

## SPELLS

Spell Save DC	Spells per day	= Base Spells + Bonus Spells CHA
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<input type="text"/>	2	<input type="text"/>
<input type="text"/>	3	<input type="text"/>
<input type="text"/>	4	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

## SMITE EVIL

FOES PER DAY Paladin Level  =  ÷ 6 - 1 +  (Round up)

ATTACK BONUS Misc  + **CHA** +

DEFLECTION BONUS Misc  + **AC** = **CHA** +

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  +  +

EVIL DAMAGE BONUS Paladin Level  =  × 2 +

## LAY ON HANDS

USES PER DAY Paladin Level  =  ÷ 2 + **CHA** +  (Round down)

Level 2 HEALING HIT POINTS Paladin Level  d6 =  ÷ 2 +  (Round down)

## MERCIES

Level 3

6

9

12

15

18

## PREPARED SPELLS

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## 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.