OATHBOUND PALADIN OF Paladin Level Paladin Level Paladin Level DETECT EVIL As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby. PURE OF MIND Level AURA FOES Paladin Never engage in a romantic relationship or a sexual act. SMITE EVIL FOES Paladin Never engage in a romantic relationship or a sexual act. FOES PER DAY AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects. AURA OF JUSTICE Spend two uses of Smite Evil to grant allies the ability to	У
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Level 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. 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.	!
14 Weapons considered Good aligned for overcoming DR. DAMAGE Paladin EVIL DAMAGE Paladin	
AURA OF RIGHTEOUSNESS BONUS Level Misc BONUS Level	Misc
Level Gain damage reduction 5/evil.	
Allies within 10ft get +4 to saves against charm effects.	,
PER DAY LEVEL MISC	s Today
3 Immune to all diseases including magic. = (÷ 2) + CHA +	
CHANNEL POSITIVE ENERGY (Round down)	
Level Channelling positive energy uses up two of today's 4 uses of Lay On Hands. HEALING Paladin Level Misc	
ENERGY Paladin d6 = (Round down)	
ROLL Level Misc Level MERCIES	
d6 = (÷ 2) + 3 12	
WILL Paladin SAVE DC Level 6 (Round up) 6 15	
$= 10 + (\div 2) + CHA $ 9 18	
(Round down)	,
DIVINE BOND	
Level SPECIAL MOUNT BONDED WEAPON	
5 Name	
Type Summoned Summoned O	
Enhancements	
Touch of idiocy	
3	
Spell Spells Base Bonus Spells Spells Base Bonus Spells	
Save DC per day Spells + CHA	
1 000	
2 PURE OF BODY	Ţ.
3 Level 8 50% chance of reducing any sneak attack or critical hit to a normal hit.	
4 HOLV CHAMPION	×
Spell Save DC = 10 + CHA + Spell Level Increase damage reduction to 10/evil.	
Concentration	