PALADIN	SMITE EVIL
OF Paladin	FOES Paladin Foes PER DAY Level Misc Today
ses ♦ fa _{kk} . Level	= (÷ 2) + □□□
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK BONUS Misc BONUS Misc BONUS Misc
As a move action, detect evil in one creature or item within 60ft.	MISC
Does not detect any other evil auras nearby.	+ AC = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
2 CHA Bonus to all saving throws	bypasses damage reduction. first successful strike against evil outsiders, evil dragons and the undead.
AURA	DAMAGE Paladin EVIL DAMAGE Paladin
Level Immune to fear effects including magic.	BONUS Level Misc BONUS Level Misc
Allies within 10ft get +4 to saves against fear effects.	+ = + = (× 2) +
Level AURA OF RESOLVE	LAY ON HANDS
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	USES Paladin PER DAV Level Mice Uses Today
AURA OF JUSTICE	/ LEVEL WIISC
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	= (÷ 2) + CHA +
the first round.	Level (Round down)
Level AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR.	2 HEALING Paladin HIT POINTS Level Misc
AURA OF RIGHTEOUSNESS	d6 = (÷ 2) +
Level Gain damage reduction 5/evil.	(Round down)
17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.	MERCIES
DIVINE HEALTH	Level
Level Immune to all diseases including magic.	3
3	6
CHANNEL POSITIVE ENERGY	9
Channelling positive energy uses up two of today's uses of Lay On Hands.	12
ENERGY Paladin ROLL Level Misc	
d6 = (÷ 2) +	15
(Round up)	18
WILL Paladin	PREPARED SPELLS
= 10 + (÷ 2) + CHA	
	<u> </u>
(Round down) DIVINE BOND	
☐ SPECIAL MOUNT ☐ BONDED WEAPON	
5 Name	2 000
Type Summoned ☐ Today	
Enhancements	3
	4
SPELLS	
Spell Spells Base Bonus Spells Save DC per day Spells CHA	HOLY CHAMPION
1	Increase damage reduction to 10/evil.
2	Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. 20 The effect of Smite Evil ends after this attack.
3	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
4	
Spell Save DC = 10 + CHA + Spell Level	

= CHA + Caster Level

Concentration