DIVINE DEFENDER	SMITE EVIL
OF Paladin	FOES Paladin Foes PER DAY Level Misc Today
(PALADIN) Level	= (÷ 2) +
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK DEFLECTION
As a move action, detect evil in one creature or item within 60f	BONUS Misc BONUS Misc
Does not detect any other evil auras nearby.	(+) = CHA +
DIVINE GRACE	
Level CHA Bonus to all saving throws	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.
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.	+
Level AURA OF RESOLVE	LAY ON HANDS
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effect	USES Paladin
AURA OF JUSTICE	S. PER DAY Level Misc Uses Today
Level Spend two uses of Smite Evil to grant allies the ability	to = (÷ 2) + CHA +
smite evil. The bonus lasts 1 minute, but must be used the first round.	in Level (Round down)
Level AURA OF FAITH	2 HEALING Paladin
14 Weapons considered Good aligned for overcoming DR	HIT POINTS Level Misc
AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	d6 = (÷ 2) +
Level Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic.	(Round down)
Allies within 10ft get +4 to saves against charm effect	SHARED DEFENCE
DIVINE HEALTH	Level AC CMD Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.
Level Immune to all diseases including magic.	3 +1 +1 Duration
CHANNEL POSITIVE ENERGY	9 +2 +2 rds of bonus
Lovel	15 +3 +3
Channelling positive energy uses up two of today's uses of Lay On Hands.	Level Bonus granted to all allies within 10ft.
ENERGY Paladin ROLL Level Misc	6 Allies within range who reach lower than 0hp automatically stablise.
- (Level Bonus granted to all allies within 15ft.
40 (12 Allies within range are immune to bleed damage
WILL Paladin	Level Bonus granted to all allies within 20ft.
SAVE DC Level	18 Allies within range gain a 25% chance to negate sneak or critical hit damage.
= 10 + (÷ 2) + CH	A PREPARED SPELLS
(Round de	wn)
DIVINE BOND	1 000
Level WEAPON ARMOUR	
5 Name	
Type Summo	
Today	
Enhancements	
	3
SPELLS	
Spell Spells = Base + Bonus Spell Save DC per day = Spells + CHA	4 000
1	
2	HOLY CHAMPION
	Increase damage reduction to 10/evil. Level On using Smite Evil to successfully bit an outsider that outsider is subject to Banishment.
3	On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.
Spell Save DC = 10 + CHA + Spell Level	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
Caste	r
Concentration = CHA +	