

SHINING KNIGHT

OF



(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 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.

ENERGY ROLL d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$
(Round up)

WILL SAVE DC = $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$
(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 |
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Spell Save DC = 10 + CHA + Spell Level

Concentration = $\text{CHA} + \text{Caster Level}$

SMITE EVIL

FOES PER DAY = $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$
(Round up)

Foes Today

ATTACK BONUS = $\text{CHA} + \text{Misc}$

DEFLECTION BONUS = $\text{CHA} + \text{Misc}$

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 = $\text{Paladin Level} + \text{Misc}$

EVIL DAMAGE BONUS = $\left(\text{Paladin Level} \times 2 \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$
(Round down)

HEALING HIT POINTS d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$
(Round down)

Uses Today

MERCIES

Level 3 **12**

Level 6 **15**

Level 9 **18**

PREPARED SPELLS

| | |
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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.

WILL SAVE DC = $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$

DURATION rds = $\frac{\text{Paladin Level}}{2}$

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.