PALADIN	SMIT	TE EVIL	#
OF	FOES Paladin	Foes	
Paladin	PER DAY Level Misc	Today	
(PALADIN)	= (÷ 3) +		
Paladin - 3 = Caster	(Round up)		
Level DETECT EVIL	ATTACK	DEFLECTION	
As a move action, detect evil in one creature or item within 60ft.	BONUS	BONUS Misc	
Does not detect any other evil auras nearby.	+ = CHA +	+ AC = 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 AURA OF COURAGE	BONUS Level Misc		Misc
1 Immune to fear effects including magic.	+ = +	+ = (× 2)+	
Allies within 10ft get +4 to saves against fear effects.		(
Level AURA OF RESOLVE	LAY OF	N HANDS	,
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	USOS Paladin		
	PER DAY Level	Misc Uses Tod	,
AURA OF JUSTICE Level Spend two uses of Smite Evil to grant allies the ability to	= (÷ 2) +	CHA + 0000 0	
smite evil. The bonus lasts 1 minute, but must be used in			
the first round.	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	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 Level		
DIVINE HEALTH	3		
Level Immune to all diseases including magic.			
3	6		
CHANNEL POSITIVE ENERGY			
Level Channelling positive energy uses up two of today's uses of Lay On Hands.	9		
ENERGIA Paladin	12		
ROLAGEM Level Misc	15		
d6 = (÷ 2) +	18		
(Round up)			_
VONTADE Paladin CD DE RESISTÊNCIA Level	PREPAR	ED SPELLS	
= 10 + (÷ 2) + CHA		1 000	
(Round down)			
DIVINE BOND			
□ SPECIAL MOUNT □ BONDED WEAPON			
Level		2	
5 Name			
Type Summoned			
Today			
Enhancements		3 🗆 🗆 🗆	
		4	
SPELLS			
Spell Spells Base Bonus Spells	HOLY C	HAMPION	,
Save DC per day Spells 'CHA	Increase damage reduction to 10/evil.		
1 0000	Level On using Smite Evil to successfully hit an outsi	der, that outsider is subject to Banishment.	
2	20 The effect of Smite Evil ends after this attack.		
3	On using Channel Positive Energy or Lay On Ha	nds, heal the maximum possible amount.	
4			
Spell Save DC = 10 + CHA + Spell Level			

= CHA + Caster Level

Concentration