

PALADIN ABILITIES

DIVINE BOND

UPON REACHING 5TH LEVEL, A PALADIN FORMS A DIVINE BOND WITH HER GOD. THIS BOND CAN TAKE ONE OF TWO FORMS. ONCE THE FORM IS CHOSEN, IT CANNOT BE CHANGED. THE FIRST TYPE OF BOND ALLOWS THE PALADIN TO ENHANCE HER WEAPON AS A STANDARD ACTION BY CALLING UPON THE AID OF A CELESTIAL SPIRIT FOR 1 MINUTE PER PALADIN LEVEL. WHEN CALLED, THE SPIRIT CAUSES THE WEAPON TO SHED LIGHT AS A TORCH. AT 5TH LEVEL, THIS SPIRIT GRANTS THE WEAPON A +1 ENHANCEMENT BONUS. FOR EVERY THREE LEVELS BEYOND 5TH, THE WEAPON GAINS ANOTHER +1 ENHANCEMENT BONUS, TO A MAXIMUM OF +6 AT 20TH LEVEL. THESE BONUSES CAN BE ADDED TO THE WEAPON, STACKING WITH EXISTING WEAPON BONUSES TO A MAXIMUM OF +5, OR THEY CAN BE USED TO ADD ANY OF THE FOLLOWING WEAPON PROPERTIES: AXIOMATIC, BRILLIANT ENERGY, DEFENDING, DISRUPTION, FLAMING, FLAMING BURST, HOLY, KEEN, MERCIFUL, AND SPEED. ADDING THESE PROPERTIES CONSUMES AN AMOUNT OF BONUS EQUAL TO THE PROPERTY'S COST. THESE BONUSES ARE ADDED TO ANY PROPERTIES THE WEAPON ALREADY HAS, BUT DUPLICATE ABILITIES DO NOT STACK. IF THE WEAPON IS NOT MAGICAL, AT LEAST A +1 ENHANCEMENT BONUS MUST BE ADDED BEFORE ANY OTHER PROPERTIES CAN BE ADDED. THE BONUS AND PROPERTIES GRANTED BY THE SPIRIT ARE DETERMINED WHEN THE SPIRIT IS CALLED AND CANNOT BE CHANGED UNTIL THE SPIRIT IS CALLED AGAIN. THE CELESTIAL SPIRIT IMPARTS NO BONUSES IF THE WEAPON IS HELD BY ANYONE OTHER THAN THE PALADIN BUT RESUMES GIVING BONUSES IF RETURNED TO THE PALADIN. THESE BONUSES APPLY TO ONLY ONE END OF A DOUBLE WEAPON. A PALADIN CAN USE THIS ABILITY ONCE PER DAY AT 5TH LEVEL, AND ONE ADDITIONAL TIME PER DAY FOR EVERY FOUR LEVELS BEYOND 5TH, TO A TOTAL OF FOUR TIMES PER DAY AT 17TH LEVEL. IF A WEAPON BONDED WITH A CELESTIAL SPIRIT IS DESTROYED, THE PALADIN LOSES THE USE OF THIS ABILITY FOR 30 DAYS, OR UNTIL SHE GAINS A LEVEL, WHICHEVER COMES FIRST. DURING THIS 30-DAY PERIOD, THE PALADIN TAKES A -1 PENALTY ON ATTACK AND WEAPON DAMAGE ROLLS.

THE SECOND TYPE OF BOND ALLOWS A PALADIN TO GAIN THE SERVICE OF AN UNUSUALLY INTELLIGENT, STRONG, AND LOYAL STEED TO SERVE HER IN HER CRUSADE AGAINST EVIL. THIS MOUNT IS USUALLY A HEAVY HORSE (FOR A MEDIUM PALADIN) OR A PONY (FOR A SMALL PALADIN), ALTHOUGH MORE EXOTIC MOUNTS, SUCH AS A BOAR, CAMEL, OR DOG ARE ALSO SUITABLE. THIS MOUNT FUNCTIONS AS A DRUID'S ANIMAL COMPANION, USING THE PALADIN'S LEVEL AS HER EFFECTIVE DRUID LEVEL. BONDED MOUNTS HAVE AN INTELLIGENCE OF AT LEAST 6. ONCE PER DAY, AS A FULL-ROUND ACTION, A PALADIN MAY MAGICALLY CALL HER MOUNT TO HER SIDE. THIS ABILITY IS THE EQUIVALENT OF A SPELL OF A LEVEL EQUAL TO ONE-THIRD THE PALADIN'S LEVEL. THE MOUNT IMMEDIATELY APPEARS ADJACENT TO THE PALADIN. A PALADIN CAN USE THIS ABILITY ONCE PER DAY AT 5TH LEVEL, AND ONE ADDITIONAL TIME PER DAY FOR EVERY 4 LEVELS THEREAFTER, FOR A TOTAL OF FOUR TIMES PER DAY AT 17TH LEVEL. AT 11TH LEVEL, THE MOUNT GAINS THE CELESTIAL TEMPLATE AND BECOMES A MAGICAL BEAST FOR THE PURPOSES OF DETERMINING WHICH SPELLS AFFECT IT. AT 15TH LEVEL, A PALADIN'S MOUNT GAINS SPELL RESISTANCE EQUAL TO THE PALADIN'S LEVEL + 11. SHOULD THE PALADIN'S MOUNT DIE, THE PALADIN MAY NOT SUMMON ANOTHER MOUNT FOR 30 DAYS OR UNTIL SHE GAINS A PALADIN LEVEL, WHICHEVER COMES FIRST. DURING THIS 30-DAY PERIOD, THE PALADIN TAKES A -1 PENALTY ON ATTACK AND WEAPON DAMAGE ROLLS.

SPECIAL MOUNT

NAME _____ TYPE _____

SIZE _____ INITIATIVE _____ SPEED _____

STR DEX CON INT WIS CHA

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CMB **CMD**

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WOUNDS/CURRENT HP	TOTAL HIT POINTS	DR
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		ENERGY RESISTANCE
		<input type="text"/>

AC = 10 + + + + + +

TOTAL DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC. MODIFIER MISC. MODIFIER

TOUCH AC

FLAT FOOTED AC

SKILLS

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FEATS

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SAVING THROWS ATTACKS

	WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
FORTITUDE (CON) Good <input type="text"/> Poor <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEX) Good <input type="text"/> Poor <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WIS) Good <input type="text"/> Poor <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPECIAL ABILITIES

DETECT EVIL

AT WILL, A PALADIN CAN USE DETECT EVIL, AS THE SPELL. A PALADIN CAN, AS A MOVE ACTION, CONCENTRATE ON A SINGLE ITEM OR INDIVIDUAL WITHIN 60 FEET AND DETERMINE IF IT IS EVIL, LEARNING THE STRENGTH OF ITS AURA AS IF HAVING STUDIED IT FOR 3 ROUNDS. WHILE FOCUSING ON ONE INDIVIDUAL OR OBJECT, THE PALADIN DOES NOT DETECT EVIL IN ANY OTHER OBJECT OR INDIVIDUAL WITHIN RANGE.

AURA OF JUSTICE

AT 11TH LEVEL, A PALADIN CAN EXPEND TWO USES OF HER SMITE EVIL ABILITY TO GRANT THE ABILITY TO SMITE EVIL TO ALL ALLIES WITHIN 10 FEET, USING HER BONUSES. ALLIES MUST USE THIS SMITE EVIL ABILITY BY THE START OF THE PALADIN'S NEXT TURN AND THE BONUSES LAST FOR 1 MINUTE. USING THIS ABILITY IS A FREE ACTION. EVIL CREATURES GAIN NO BENEFIT FROM THIS ABILITY.

DIVINE GRACE

AT 2ND LEVEL, A PALADIN GAINS A BONUS EQUAL TO HER CHARISMA BONUS (IF ANY) ON ALL SAVING THROWS.

AURA OF FAITH

AT 14TH LEVEL, A PALADIN'S WEAPONS ARE TREATED AS GOOD-ALIGNED FOR THE PURPOSES OF OVERCOMING DAMAGE REDUCTION. ANY ATTACK MADE AGAINST AN ENEMY WITHIN 10 FEET OF HER IS TREATED AS GOOD-ALIGNED FOR THE PURPOSES OF OVERCOMING DAMAGE REDUCTION. THIS ABILITY FUNCTIONS ONLY WHILE THE PALADIN IS CONSCIOUS, NOT IF SHE IS UNCONSCIOUS OR DEAD.

AURA OF COURAGE

AT 3RD LEVEL, A PALADIN IS IMMUNE TO FEAR (MAGICAL OR OTHERWISE). EACH ALLY WITHIN 10 FEET OF HER GAINS A +4 MORALE BONUS ON SAVING THROWS AGAINST FEAR EFFECTS. THIS ABILITY FUNCTIONS ONLY WHILE THE PALADIN IS CONSCIOUS, NOT IF SHE IS UNCONSCIOUS OR DEAD.

AURA OF RIGHTEOUSNESS

AT 17TH LEVEL, A PALADIN GAINS DR 5/ EVIL AND IMMUNITY TO COMPULSION SPELLS AND SPELL-LIKE ABILITIES. EACH ALLY WITHIN 10 FEET OF HER GAINS A +4 MORALE BONUS ON SAVING THROWS AGAINST COMPULSION EFFECTS. THIS ABILITY FUNCTIONS ONLY WHILE THE PALADIN IS CONSCIOUS, NOT IF SHE IS UNCONSCIOUS OR DEAD.

DIVINE HEALTH

A RANGER OF 12TH LEVEL OR HIGHER CAN USE THE STEALTH SKILL TO HIDE IN ANY OF HIS FAVORED TERRAINS, EVEN IF THE TERRAIN DOESN'T GRANT COVER OR CONCEALMENT.

HOLY CHAMPION

AT 20TH LEVEL, A PALADIN BECOMES A CONDUIT FOR THE POWER OF HER GOD. HER DR INCREASES TO 10/ EVIL. WHENEVER SHE USES SMITE EVIL AND SUCCESSFULLY STRIKES AN EVIL OUTSIDER, THE OUTSIDER IS ALSO SUBJECT TO A BANISHMENT, USING HER PALADIN LEVEL AS THE CASTER LEVEL (HER WEAPON AND HOLY SYMBOL AUTOMATICALLY COUNT AS OBJECTS THAT THE SUBJECT HATES). AFTER THE BANISHMENT EFFECT AND THE DAMAGE FROM THE ATTACK IS RESOLVED, THE SMITE IMMEDIATELY ENDS. IN ADDITION, WHENEVER SHE CHANNELS POSITIVE ENERGY OR USES LAY ON HANDS TO HEAL A CREATURE, SHE HEALS THE MAXIMUM POSSIBLE AMOUNT.

MAX HD (2 HD PER PALDIN LEVEL)

WILL SAVE DC (20 + CHA MOD.)

PALADIN SPELLS PREPARED

CASTER LEVEL AND RANGES

CASTER LEVEL SHORT RANGE 25 FT + 5 FT/2 LVLS

MEDIUM RANGE 100 FT + 10 FT LVLS LONG RANGE 400 FT + 40 FT LVLS

CONCENTRATION

CASTER LEVEL + CHARISMA MODIFIER + MISC. MODIFIER = TOTAL BONUS

1ST LEVEL SPELLS

SPELL SAVE DC MODIFIERS

SPELLS PER DAY BONUS SPELLS

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2ND LEVEL SPELLS

SPELL SAVE DC MODIFIERS

SPELLS PER DAY BONUS SPELLS

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3RD LEVEL SPELLS

SPELL SAVE DC MODIFIERS

SPELLS PER DAY BONUS SPELLS

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4TH LEVEL SPELLS

SPELL SAVE DC MODIFIERS

SPELLS PER DAY BONUS SPELLS

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SMITE EVIL

USES PER DAY TIMES USED

ATTACK BONUS (CHA BONUS) DAMAGE BONUS (PALADIN LVL)

AC BONUS (CHA BONUS)

ONCE PER DAY, A PALADIN CAN CALL OUT TO THE POWERS OF GOOD TO AID HER IN HER STRUGGLE AGAINST EVIL. AS A SWIFT ACTION, THE PALADIN CHOOSES ONE TARGET WITHIN SIGHT TO SMITE. IF THE TARGET IS EVIL, THE PALADIN ADDS HER CHARISMA BONUS (IF ANY) TO HER ATTACK ROLLS AND ADDS HER PALADIN LEVEL TO ALL DAMAGE ROLLS MADE AGAINST THE TARGET OF HER SMITE. IF THE TARGET OF SMITE EVIL IS AN OUTSIDER WITH THE EVIL SUBTYPE, AN EVIL-ALIGNED DRAGON, OR AN UNDEAD CREATURE, THE BONUS TO DAMAGE INCREASES TO 2 POINTS OF DAMAGE PER LEVEL THE PALADIN POSSESSES. REGARDLESS OF THE TARGET, SMITE EVIL ATTACKS AUTOMATICALLY BYPASS ANY DR THE CREATURE MIGHT POSSESS. IN ADDITION, WHILE SMITE EVIL IS IN EFFECT, THE PALADIN GAINS A DEFLECTION BONUS EQUAL TO HER CHARISMA MODIFIER (IF ANY) TO HER AC AGAINST ATTACKS MADE BY THE TARGET OF THE SMITE. IF THE PALADIN TARGETS A CREATURE THAT IS NOT EVIL, THE SMITE IS WASTED WITH NO EFFECT. THE SMITE EVIL EFFECT REMAINS UNTIL THE TARGET OF THE SMITE IS DEAD OR THE NEXT TIME THE PALADIN RESTS AND REGAINS HER USES OF THIS ABILITY.

AT 4TH LEVEL, AND AT EVERY THREE LEVELS THEREAFTER, THE PALADIN MAY SMITE EVIL ONE ADDITIONAL TIME PER DAY, AS INDICATED ON TABLE: PALADIN, TO A MAXIMUM OF SEVEN TIMES PER DAY AT 19TH LEVEL.

LAY ON HANDS

AMOUNT USES PER DAY TIMES USED

BEGINNING AT 2ND LEVEL, A PALADIN CAN HEAL WOUNDS (HER OWN OR THOSE OF OTHERS) BY TOUCH. EACH DAY SHE CAN USE THIS ABILITY A NUMBER OF TIMES EQUAL TO 1/2 HER PALADIN LEVEL PLUS HER CHARISMA MODIFIER. WITH ONE USE OF THIS ABILITY, A PALADIN CAN HEAL 1 D6 HIT POINTS OF DAMAGE FOR EVERY TWO PALADIN LEVELS SHE POSSESSES. USING THIS ABILITY IS A STANDARD ACTION, UNLESS THE PALADIN TARGETS HERSELF, IN WHICH CASE IT IS A SWIFT ACTION. DESPITE THE NAME OF THIS ABILITY, A PALADIN ONLY NEEDS ONE FREE HAND TO USE THIS ABILITY. ALTERNATIVELY, A PALADIN CAN USE THIS HEALING POWER TO DEAL DAMAGE TO UNDEAD CREATURES, DEALING 1 D6 POINTS OF DAMAGE FOR EVERY TWO LEVELS THE PALADIN POSSESSES. USING LAY ON HANDS IN THIS WAY REQUIRES A SUCCESSFUL MELEE TOUCH ATTACK AND DOESN'T PROVOKE AN ATTACK OF OPPORTUNITY. UNDEAD DO NOT RECEIVE A SAVING THROW AGAINST THIS DAMAGE.

CHANNEL POSITIVE ENERGY

AMOUNT USES PER DAY

TIMES USED WILL SAVE DC

WHEN A PALADIN REACHES 4TH LEVEL, SHE GAINS THE SUPERNATURAL ABILITY TO CHANNEL POSITIVE ENERGY LIKE A CLERIC. USING THIS ABILITY CONSUMES TWO USES OF HER LAY ON HANDS ABILITY. A PALADIN USES HER LEVEL AS HER EFFECTIVE CLERIC LEVEL WHEN CHANNELING POSITIVE ENERGY. THIS IS A CHARISMA-BASED ABILITY.

CHANNELING ENERGY CAUSES A BURST THAT AFFECTS ALL CREATURES OF ONE TYPE (EITHER UNDEAD OR LIVING) IN A 30-FOOT RADIUS CENTERED ON THE CLERIC. THE AMOUNT OF DAMAGE DEALT OR HEALED IS EQUAL TO 1 D6 POINTS OF DAMAGE PLUS 1 D6 POINTS OF DAMAGE FOR EVERY TWO CLERIC LEVELS BEYOND 1ST (2D6 AT 3RD, 3D6 AT 5TH, AND SO ON). CREATURES THAT TAKE DAMAGE FROM CHanneled ENERGY RECEIVE A WILL SAVE TO HALVE THE DAMAGE. THE DC OF THIS SAVE IS EQUAL TO 10 + 1/2 THE PALADIN'S LEVEL + THE PALADIN'S CHARISMA MODIFIER. CREATURES HEALED BY CHanneled ENERGY CANNOT EXCEED THEIR MAXIMUM HIT POINT TOTAL—ALL EXCESS HEALING IS LOST. A PALADIN MAY CHANNEL ENERGY A NUMBER OF TIMES PER DAY EQUAL TO 3 + HER CHARISMA MODIFIER. THIS IS A STANDARD ACTION THAT DOES NOT PROVOKE AN ATTACK OF OPPORTUNITY. A PALADIN CAN CHOOSE WHETHER OR NOT TO INCLUDE HERSELF IN THIS EFFECT. A PALADIN MUST BE ABLE TO PRESENT HER HOLY SYMBOL TO USE THIS ABILITY.

MERCY

AT 3RD LEVEL, AND EVERY THREE LEVELS THEREAFTER, A PALADIN CAN SELECT ONE MERCY. EACH MERCY ADDS AN EFFECT TO THE PALADIN'S LAY ON HANDS ABILITY. WHENEVER THE PALADIN USES LAY ON HANDS TO HEAL DAMAGE TO ONE TARGET, THE TARGET ALSO RECEIVES THE ADDITIONAL EFFECTS FROM ALL OF THE MERCIES POSSESSED BY THE PALADIN. A MERCY CAN REMOVE A CONDITION CAUSED BY A CURSE, DISEASE, OR POISON WITHOUT CURING THE AFFLICTION. SUCH CONDITIONS RETURN AFTER 1 HOUR UNLESS THE MERCY ACTUALLY REMOVES THE AFFLICTION THAT CAUSES THE CONDITION. THESE ABILITIES ARE CUMULATIVE. ONCE A MERCY IS CHOSEN, IT CAN'T BE CHANGED.

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