

GAME RULE INFORMATION

Paladins have the following game statistics.

Abilities: Charisma is probably a paladin's most important ability, as it is the basis of most of her class features. Strength and Constitution are also important to a paladin, as she is often found at the front lines in battle. Wisdom is important to paladins who wish to focus more on their spellcasting abilities. Dexterity is probably the least important ability to a paladin.

Alignment: Lawful good (must follow a [Code of Conduct](#))

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at 1st Level: $2^{(\text{Shadow d20 Change})} + \text{Int modifier} \times 4$.

Skill Points at Higher Levels: $2^{(\text{Shadow d20 Change})} + \text{Int modifier}$.

Table: Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of Good , Detect Evil , Lay on Hands	-	-	-	-
2nd	+2	+3	+0	+0	Smite Evil 1/encounter , Holy Weapon I , Celestial Knowledge	-	-	-	-
3rd	+3	+3	+1	+1	Aura of Courage , Turn Undead	-	-	-	-
4th	+4	+4	+1	+1	Divine Health , Domain	0+1	-	-	-
5th	+5	+4	+1	+1	Smite Evil 2/encounter , Special Mount	0+1	-	-	-
6th	+6/+1	+5	+2	+2	Vigilant Sight , Divine Grace	1+1	-	-	-
7th	+7/+2	+5	+2	+2	Lay on Hands(Remove Disease)	1+1	0+1	-	-
8th	+8/+3	+6	+2	+2	Holy Weapon II	1+1	0+1	-	-
9th	+9/+4	+6	+3	+3	Divine Resistance	1+1	1+1	-	-
10th	+10/+5	+7	+3	+3	Smite Evil 3/encounter	1+1	1+1	0+1	-
11th	+11/+6/+1	+7	+3	+3	Blessed Sight , Lay on Hands(Neutralize poison)	1+1	1+1	0+1	-
12th	+12/+7/+2	+8	+4	+4	Greater Divine Health	1+1	1+1	1+1	-
13th	+13/+8/+3	+8	+4	+4	Lay on Hands(Remove Curse)	2+1	1+1	1+1	0+1
14th	+14/+9/+4	+9	+4	+4	Holy Weapon III	2+1	1+1	1+1	0+1
15th	+15/+10/+5	+9	+5	+5	Smite Evil 4/encounter	2+1	2+1	1+1	1+1
16th	+16/+11/+6/+1	+10	+5	+5	Lay on Hands(Break enchantment)	2+1	2+1	1+1	1+1
17th	+17/+12/+7/+2	+10	+5	+5	Aura of Righteousness	3+1	2+1	2+1	1+1
18th	+18/+13/+8/+3	+11	+6	+6	Lay on Hands(Heal)	3+1	3+1	2+1	1+1
19th	+19/+14/+9/+4	+11	+6	+6	Smite Evil 5/encounter	3+1	3+1	3+1	2+1
20th	+20/+15/+10/+5	+12	+6	+6	Holy Champion	3+1	3+1	3+1	3+1

Class Features

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields(including tower shields).

Bonus Languages: A paladin's bonus language options include Abyssal, and Infernal (the languages of chaotic evil, and lawful evil outsiders, respectively). This choice is in addition to the bonus languages available to the character because of her race.

Aura of Good (Ex): The power of a paladin's aura of good (see the [detect good](#) spell) is equal to her paladin level.

Detect Evil (Sp): At will, a paladin can use [detect evil](#), as the spell. As a spell-like ability it requires a standard action that does provoke attacks of opportunities.

Lay on Hands (Su): Beginning at 1st level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to double her paladin level x her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action that does NOT provoke attacks of opportunities, but she must have at least one hand free to use this ability.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures, but doing so causes half damage to the undead. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Smite Evil(Su): Once per encounter(a paladin needs 2 minutes of prayer or meditation after combat/use of this ability to gain his Smites back), starting at 2nd level, a paladin may attempt to smite evil as a standard action using a melee attack. For this single attack she makes two attack rolls and she gets to use the better of the two rolls. This extra attack deals 1 extra point of damage per paladin level and this extra damage is considered holy divine damage. The paladin's weapon is considered to possess the good alignment for this attack. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit.

If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that encounter. The paladin may smite one additional time per encounter to a maximum of 5 times at level 19, as indicated on the [Table: Paladin](#)

Celestial Knowledge: A paladin has an instinctive knowledge of Celestial, the language of good outsiders, which she gains upon becoming a 2nd level paladin. Celestial is a free language for a paladin; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. A paladin gains this language as part of her divine endowment; however, she may not be aware of this skill until others point it out.

Holy Weapon I (Su): At 2nd level paladin is imbued with a spark of divine power. Any weapon she wields (natural or manufactured) gains a +1 holy damage bonus against any evil creature she strikes. This damage stacks with the paladin's *Smite Evil* ability.

→ **Holy Weapon II:** At 8th level this damage increases to +2.

→ **Holy Weapon III:** At 14th level this damage increases to +3.

Aura of Courage (Su): Beginning 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 while the paladin is conscious, but not if she is unconscious or dead.

Turn Undead (Su): When a paladin reaches 3rd level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of two levels lower would.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier.

Like most other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the Table above. In addition, she receives bonus spells per day if she has a high Wisdom score. When the Table indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The "+1" in the entries on the table represents Domain spells that are in addition to any bonus spells the paladin may receive for having a high Wisdom score.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Domain and Domain Spells: Regardless of whether a paladin worships a specific deity or not, at 4th level she gains access to one domain** available from the following List: Good(PHB), Healing(PHB)*, Law(PHB), Protection(PHB), Sun(PHB), War(PHB), Nobility(CW pg115), and Glory(CD pg139).

**The healing domain's +1 caster level applies to a paladin's Lay on Hands ability. So a fourth level paladin with the Healing domain would be considered a 5th level paladin for purposes of all effects of the Lay on Hands ability.*

***This domain can be a Pathfinder-RPG Beta Domain where a paladin gains spell-like and supernatural abilities instead of bonus spells. This choice is up to both the player and the DM at 4th level.*

Divine Health (Ex): At 4th level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Vigilant Sight (Sp): A paladin of 6th level or higher is on constant alert against evil. She can use her *detect evil* ability as a swift-action that no longer provokes attacks of opportunities. The paladin can also use *detect evil* against a single target within 60ft instead. Against a single target the paladin gains all the information as if she had concentrated for 3 rounds, but gains all the information in only a single round.

Divine Grace (Su): At 6th level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands - Remove Disease (Sp): At 7th level, a paladin can use 10hp worth of healing from her lay on hands ability to [remove disease](#), as the spell. Her caster level for this effect is equal to her paladin level.

Divine Resistance (Su): At 9th level, the good powers imbue a paladin with greater power to combat evil. She gains spell resistance equal to her Charisma bonus (if any) plus her paladin level against any spell or spell-like ability generated from a evil creature.

Blessed Sight (Sp): At 11th level, a paladin gains greater ability to detect evil. Her eyes begin to glow white and she can now identify evil creatures within 120 feet when using [detect evil](#). She can use her [detect evil](#) ability as an immediate action that can be used outside of her turn. The paladin can also use [detect evil](#) against a single target within 120ft. Against a single target the paladin gains all the information as if she had concentrated for 3 rounds, but gains all the information in only a single round. The paladin's eyes only glow when this ability is active.

Lay on Hands - Neutralize Poison (Sp): At 11th level, a paladin can use 20hp worth of healing from her lay on hands ability to [neutralize poison](#), as the spell. Her caster level for this effect is equal to her paladin level.

Greater Divine Health(Su): At 12th level, a paladin gains immunity to all poisons, including magical poisons.

Lay on Hands - Remove Curse (Sp): At 13th level, a paladin can use 30hp worth of healing from her lay on hands ability to [remove curse](#), as the spell. Her caster level for this effect is equal to her paladin level.

Lay on Hands - Break Enchantment (Sp): At 16th level, a paladin can use 40hp worth of healing from her lay on hands ability to [break enchantment](#), as the spell. Her caster level for this effect is equal to her paladin level.

Aura of Righteousness (Su): 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 while the paladin is conscious, but not if she is unconscious or dead.

Lay on Hands - Heal (Sp): At 18th level, a paladin can use 50hp worth of healing from her lay on hands ability to [heal](#), as the spell. Her caster level for this effect is equal to her paladin level.

Holy Champion (Su): At 20th level, a paladin becomes a conduit for the power of good. Her DR increases to 10/evil. Whenever she uses smite evil against 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). In addition, whenever she turns undead, her turning damage is always the maximum possible amount.

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities, except proficiencies, if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.