

# Paladin

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**Table: Paladin**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+1	+2	+2	+2	<i>Detect evil, smite foe 1/day</i>	–	–	–	–	–	–	–	–	–	–
2	+2	+3	+3	+3	<i>Divine grace, lay on hands</i>	–	–	–	–	–	–	–	–	–	–
3	+3	+3	+3	+3	<i>Aura of courage, divine health</i>	–	–	–	–	–	–	–	–	–	–
4	+4	+4	+4	+4		0	–	–	–	–	–	–	–	–	–
5	+5	+4	+4	+4	<i>Smite foe 2/day, special mount</i>	0	–	–	–	–	–	–	–	–	–
6	+6	+5	+5	+5	<i>Remove disease</i>	1	–	–	–	–	–	–	–	–	–
7	+7	+5	+5	+5		1	0	–	–	–	–	–	–	–	–
8	+8	+6	+6	+6		1	0	–	–	–	–	–	–	–	–
9	+9	+6	+6	+6		2	1	–	–	–	–	–	–	–	–
10	+10	+7	+7	+7	<i>Smite foe 3/day</i>	2	1	0	–	–	–	–	–	–	–
11	+11	+7	+7	+7		2	1	0	–	–	–	–	–	–	–
12	+12	+8	+8	+8		3	2	1	–	–	–	–	–	–	–
13	+13	+8	+8	+8		3	2	1	0	–	–	–	–	–	–
14	+14	+9	+9	+9		3	2	1	0	–	–	–	–	–	–
15	+15	+9	+9	+9	<i>Smite foe 4/day</i>	3	3	2	1	–	–	–	–	–	–
16	+16	+10	+10	+10		3	3	2	1	0	–	–	–	–	–
17	+17	+10	+10	+10		3	3	2	1	0	–	–	–	–	–
18	+18	+11	+11	+11		3	3	3	2	1	–	–	–	–	–
19	+19	+11	+11	+11		3	3	3	2	1	–	–	–	–	–
20	+20	+12	+12	+12	<i>Smite foe 5/day</i>	3	3	3	2	1	–	–	–	–	–

## Description

A paladin is the embodiment of community spirit, a force of law and good, and a saint. The paladin is the hero of the common person, championing fair laws, justice, defense of the weak, and all other virtues of a good society. The paladin does not gain any powers directly from any gods (although Ahir likely has something to do with it) – his powers are a trust of the people.

## Class Features

**Hit Die:** d10.

**Skill Points:** 2 + INT bonus, x4 at 1<sup>st</sup> level.

**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 (religion) (Int), Profession (Wis), and Ride (Dex).

**Weapon and Armor Proficiency:** Paladins are proficient in three weapon groups, all armor and shields.

### Detect Evil (Sp)

At will, the paladin can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil*.

### Smite Foe (Su)

Once per day, a paladin may attempt to *smite* a foe with one normal melee attack. He adds his Charisma bonus (minimum

+1) to his attack roll and deals 1 extra point of damage per paladin level. At 5<sup>th</sup> level, and at every five levels thereafter, the paladin may *smite* one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20<sup>th</sup> level.

### Divine Grace (Su)

At 2<sup>nd</sup> level, a paladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

### Lay on Hands (Su)

Beginning at 2<sup>nd</sup> level, a paladin with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his paladin level x her Charisma bonus. A paladin may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. 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 his daily allotment of points to use as damage after successfully touching an undead creature.

### Aura of Courage (Su)

Beginning at 3<sup>rd</sup> 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 he is unconscious or dead.

## Divine Health (Ex)

At 3<sup>rd</sup> level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

## Spells

Beginning at 4<sup>th</sup> level, a paladin gains the ability to cast a small number of divine spells. To cast a spell, the paladin must have a Wisdom score of at least 10 + the spell's level. Paladin bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the paladin gets 0 spells of a given level, such as 0 1<sup>st</sup>-level spells at 4<sup>th</sup> level, the paladin gets only bonus spells. A paladin has access to any spell on the paladin spell list and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a domain spell in place of a prepared spell).

A paladin's caster level is ½ his class level.

## Special Mount

Upon or after reaching 5<sup>th</sup> level, a paladin can call an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy warhorse (for a Medium-size paladin) or a warpony (for a Small paladin).

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying, another cannot be called for one month. During this month period, the paladin takes a -1 penalty on attack and weapon damage rolls. The new mount has all the accumulated abilities due a mount of the paladin's level.

Once per day, as a full-round action, a paladin may magically call his mount from where ever it is. The mount immediately

appears adjacent to the paladin; it may be dismissed at any time as a free action, at which point it returns to its origin point; if it is not dismissed within 24 hours of being called, it can no longer be dismissed (it's "origin point" changes to where ever it is *now*).

The GM will provide information about the mount that responds to the paladin's call.

## Remove Disease (Sp)

At 6<sup>th</sup> level, a paladin can produce a *remove disease* effect, as the spell, once per week.

## Code of Conduct

A paladin must be of lawful good alignment and loses all special class abilities if he ever willingly commits an act of evil. Additionally, a paladin's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Associates: While he may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters. A paladin will not continue an association with someone who consistently offends his moral code. A paladin may only hire henchmen or accept followers who are lawful good.

## Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and magical class abilities, including the service of the paladin's mount. He also may not progress in levels as a paladin. He regains his abilities if he atones for his violations, as appropriate. Note that priests, clerics and the like can not *atone* for a paladin – he must do it himself, in roleplaying.