



# CLASS OPTIONS VOL.2

## PALADINS PREVAIL!

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### PALADINS PREVAIL

Stalwart knight. Bringer of justice. Defender of the weak. The paladin fulfills many roles. This supplement allows a player to individualize a paladin based on how he imagines his character's faith manifests as abilities and powers. New class abilities are presented in a modular format, encouraging a mix-and-match approach to character construction, enabling greater variety, and allowing paladins of any level to benefit from Paladins Prevail. You will also find suggested combinations of these abilities and a series of new feats all paladins can use.

## ALTERNATE CLASS FEATURES

Not all paladins are alike. Some draw power from their god in ways different than other holy champions, even those of the same faith. The following alternate class features replace the class abilities described in the Core Rulebook and provide greater versatility to paladins of all sorts.

### CLASS OPTIONS

**Sacred Weapon (Su):** At 2nd level a paladin may forgo the lay on hands class feature and instead take sacred weapon. The paladin selects one melee weapon with which she is proficient and transforms that weapon into her sacred weapon in a ritual lasting 24 hours. As long as the paladin wields or carries this weapon, her sacred weapon gains a bonus to hardness equal to one-half the paladin's level and is always considered magic for the purpose of overcoming damage reduction. At 2nd level the paladin can throw this weapon without penalty as an improvised ranged weapon. If the paladin uses the sacred weapon in this way, making a ranged attack against a creature or object, whatever bonuses and properties the weapon gains while wielded by the paladin (such as smite evil) remain until just after the attack is resolved. Lastly, the paladin is aware of the sacred weapon's direction and distance as long as it is within one mile per paladin level.

At 10th level the paladin can throw her sacred weapon 20 feet without penalty.

A paladin with a sacred weapon may also take the following alternate class features: boons, justices, sacrifices, or sword rites. In each case, the paladin gains access to selected features a number of times per day as if she possessed the lay on hands ability.

**Aura of Defense (Su):** At 3rd level a paladin may take aura of defense instead of aura of courage. The paladin may expend a use of smite evil to grant herself and all allies within 10 feet a deflection bonus to AC equal to her Charisma modifier for a number of rounds equal her paladin level.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Inspiration (Su):** At 3rd level a paladin may take aura of inspiration instead of aura of courage. As a swift action a paladin with this aura may grant all allies within 10 feet a +2 insight bonus to all skill checks for 1 round. This bonus increases to +4 at 12th level. She can do this a number of rounds per day equal to her Charisma modifier. These rounds need not be consecutive.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Divine Resolution (Su):** At 3rd level a paladin may substitute divine resolution for aura of courage. Divine resolution grants the paladin immunity to fear (magical or otherwise), allowing her to leap unhesitatingly into dangerous situations. She thus gains a +2 morale bonus to initiative rolls.

**Boons (Su):** At 3rd level a paladin can replace the mercy class ability with boons. Boons are favors from the paladin's god she can use to overcome particular circumstances or effects. At 3rd level, and every three levels thereafter, a

paladin selects one boon. A paladin can only use a boon on herself. Using a boon requires a swift action unless otherwise noted and consumes one use of lay on hands but does not heal hit point damage. Boons last for 1 round if no duration is noted. Unlike mercies, boons are not cumulative, and the paladin must decide which boon effect she will grant each time she uses the ability. Once a boon has been selected, it can't be changed. The paladin's level determines the boons she can access.

At 3rd level a paladin can invoke the following boons:

- The paladin's speed increases by 5ft. This can be chosen up to three times. Its effects stack.
- The paladin gains a morale bonus to one skill or ability check equal to her Charisma modifier.
- The paladin automatically stabilizes if reduced to negative hit points. This boon may be invoked as an immediate action, and even if the paladin is unconscious.

At 6th level a paladin can invoke the following boons:

- The paladin gains a divine bonus to her Strength or Charisma equal to her Charisma modifier.
- The paladin gains DR/evil equal to her Charisma modifier.
- The paladin grants herself a deflection bonus to AC equal to her Charisma modifier.





At 9th level a paladin can invoke the following boons:

- The paladin rerolls a saving throw. This is used as an immediate action before the result of the first roll are known and the paladin must use the second result, even if it is lower.
- The paladin removes the sickened, fatigued, or exhausted condition from herself. This otherwise acts as the mercy ability.
- The paladin gains spell resistance equal to 10 + one-half her paladin level + her Charisma modifier.

At 12th level a paladin can invoke the following boons:

- The paladin gains immunity to critical hits and sneak attacks.
- The paladin ignores an opponent's magical armor bonuses when making a melee attack against the foe.
- As an immediate action the paladin can grant herself temporary hit points equal to her Charisma modifier plus one-half her level which last for one round per paladin level she possesses.

**Justices (Su):** At 3rd level a paladin can replace the mercy class ability with justices. Justices are divine punishments a paladin delivers to foes with a touch. At 3rd level, and every three levels thereafter, a paladin can select one justice. Using a justice is a standard action that requires a successful melee touch attack and consumes a use of lay on hands but does not confer positive energy. A justice can not be used as part of a full-attack action. A justice lasts for a number of rounds equal to one-half the paladin's Charisma modifier (minimum 1). Unlike mercies, justices are not cumulative, and the paladin must decide which justice effect she will bestow each time she uses the ability. Once a justice has been selected, it can't be changed. The paladin's level determines the justices she can dispense.

At 3rd level a paladin can dispense the following justices:

- The target takes a -1 penalty to attack rolls, damage rolls, and skill checks. This can be selected up to four times. Its effects stack.
- The target rolls twice for all saves and takes the worst result.
- The target takes a -1 penalty to AC. This can be selected up to four times. Its effects stack.

At 6th level a paladin can dispense the following justices:

- The target is dazed for 1 round.
- The target must make a concentration check with a -4 penalty to cast any spell or use any spell-like ability.
- The target drops one held item of the paladin's choice. The target may pick up the item whenever it is able.

At 9th level a paladin can dispense one of the following justices:

- The target is cursed. It takes a -6 penalty to one ability score (paladin's choice).
- The target is fatigued.
- The target loses a spell equal in level to 1 + the

paladin's Charisma modifier (target's choice, but the spell must be the highest level spell possible). The loss is permanent until the next time the target gains or prepares its spells for the day.

At 12th level a paladin can dispense one of the following justices:

- The target is blinded.
- The target ages two age categories. No creature may be advanced beyond venerable and this justice can't cause death due to old age.
- All critical threats against the target automatically confirm.

**Sacrifices (Su):** At 3rd level a paladin can replace the mercy class ability with sacrifices. Sacrifices allow a paladin to transfer some of her own strength and endurance to another creature. At 3rd level, and every three levels thereafter, a paladin can select one sacrifice. A paladin cannot use a sacrifice on herself. Unless otherwise noted, using a sacrifice requires a swift action, lasts for a number of rounds equal to the paladin's Charisma modifier, consumes one use of lay on hands, and has a range of touch. A sacrifice does not heal hit point damage or confer positive energy. Any sacrifice that lowers the paladin's Charisma modifier lasts a number of rounds equal to the paladin's Charisma modifier prior to taking any penalties. Unlike mercies, sacrifices are not cumulative, and the paladin must decide which sacrifice effect she will bestow each time she uses the ability. Once a sacrifice has been selected, it can't be changed. The paladin's level determines the sacrifices she can access.

At 3rd level a paladin can offer the following sacrifices:

- The recipient adds the paladin's Charisma modifier to one ability score as an enhancement bonus. The paladin's Charisma score takes an equal penalty.
- The paladin rolls a d20 twice and grants the better result to an ally within 30 feet who may use the roll on their next attack or save before the end of their next turn. The paladin must use the lower result on her next attack or save. This may be used as an immediate action and only once per use of a sacrifice.
- The paladin grants the recipient her divine grace ability, using the paladin's Charisma score to determine the bonus conferred. The paladin loses divine grace for the duration of the sacrifice.

At 6th level the paladin can offer the following sacrifices:

- The paladin heals an additional amount of damage with lay on hands equal to her level. She takes an amount of damage equal to one-half her level (minimum 1). This is the only time a sacrifice may be used to heal hit point damage.
- The paladin can remove either the sickened or nauseated condition from the recipient for 1 hour. The paladin takes on the condition for 1d4 rounds.
- The paladin can neutralize poison (as the spell) in

a touched creature. The paladin is then considered poisoned and makes saves against the substance when applicable.

At 9th level the paladin can offer the following sacrifices:

- The paladin grants a deflection bonus to one creature's AC equal to her Charisma modifier. The paladin takes an equal penalty to her AC while this effect lasts.
- The paladin grants the recipient DR5/--. The paladin takes 2 points of damage each time an attack exceeds the recipient's damage reduction.
- The paladin can remove the exhausted or cursed condition from a creature, taking on the condition herself. If the original affect allows a save, the paladin receives an immediate save to remove the condition. Otherwise this ability acts as a mercy.

At 12th level the paladin can offer the following sacrifices:

- The paladin can negate the effects of an area attack against all other targets if the paladin is also a target of the attack. If she does so, the paladin takes full damage from the attack even if a saving throw would allow her to take half or no damage. The paladin can use this as an immediate action. This effect lasts only as long as it takes to resolve the attack.
- The paladin can remove the blinded, deafened, or petrified condition from one creature, but the paladin takes on the condition. If the original affect allows a save, the paladin receives an immediate save to remove the condition from herself. Otherwise this ability acts as a mercy.
- The paladin grants the recipient the use of one of her auras. While this is in effect the paladin can not use the aura and takes a -2 penalty on all attack rolls, damage rolls and skill and ability checks.

**Sword Rites (Su):** At 3rd level a paladin can replace the mercy class ability with sword rites. Sword rites are sacred maneuvers a paladin performs with her weapon to invoke divine power. At 3rd level, and every three levels thereafter, a paladin can select one sword rite. As an immediate or swift action (depending on the ability) the paladin may expend one use of lay on hands to invoke a sword rite. Sword rites last for 1 round unless otherwise noted. Unlike mercies, the effects of sword rites are not cumulative, and the paladin must decide which sword rite effect she will use each time she activates the ability. Once a sword rite has been selected, it can't be changed. The paladin must wield a weapon with which she is proficient while invoking a sword rite.

At 3rd level a paladin can select from the following sword rites:

- As a swift or immediate action, the paladin's weapon is considered magic for the purpose of overcoming damage reduction.
- The paladin gains a deflection bonus to her touch AC equal to her Charisma modifier. This can be used as

an immediate action but must be declared before the result of the attack is known.

- As a swift or immediate action the paladin can use the Deflect Arrows feat.

At 6th level the paladin can select from the following sword rites:

- The paladin can grant a creature which can see her a save against a charm, fear, or compulsion effect with a +2 morale bonus.
- The paladin adds an amount of damage to one attack roll equal to her Charisma modifier. Use of this rite must be declared before making the attack roll and is expended even if the attack misses.
- The paladin gains a circumstance bonus to her CMD equal to her Charisma modifier. This can be used as an immediate action but must be declared before the affect of the Combat Maneuver is known.

At 9th level the paladin can select from the following sword rites:

- The paladin can choose to make only a single attack as a full-attack action with her full base attack bonus against the target's touch AC.
- As an immediate action the paladin can reflect (as spell turning) one spell or spell-like ability of a caster level equal to or lower than her paladin level. Use of this ability must be declared before the effects of the spell are known.
- The paladin ignores the hardness of an object when making an attack with a melee weapon. Use of this sword rite must be declared before the attack roll is made and its effects are known.

At 12th level the paladin can use one of the following sword rites:

- As an immediate action the paladin can gain a +4 sacred bonus to confirm a critical hit. This must be declared before the confirmation roll is made.
- As an immediate or swift action the paladin adds her Charisma modifier to her AC as a deflection bonus when defending against ranged attacks.
- As an immediate action the paladin inflicts 1d4 bleed damage against a creature she hits with a melee attack. This must be declared before the effects of the melee attack are known. This effect does not stack with itself.

**Channel Domain (Su):** At 4th level a paladin may choose to give up her channel energy class ability and instead gain the powers of one of her deity's domains. The paladin is treated as a cleric equal to her paladin level for determining which domain powers she can access. The paladin does not gain access to domain spells or spell slots. Once this choice has been made it can not be changed.

**Combat Training (Ex):** At 4th level a paladin may choose to forgo her ability to cast divine spells and instead take bonus feats at 4th, 7th, 10th, 13th, 16th, and 19th levels from the following list: Channel Smite, Cleave, Cowering

Critical\*, Critical Focus, Great Cleave, Favored Strike\*, Improved Critical, Mounted Combat, Mounted Warrior\*, Power Attack, Ride-by Attack, Spirited Charge, Trample, Vital Strike, and Weapon Focus.

\*new feat

**Holy Warrior (Ex):** At 4th level a paladin may choose to forgo her ability to cast divine spells to instead gain combat feats as a fighter. If she selects this option, the paladin may take at 4th level one combat feat for which she otherwise meets the prerequisites as if she were a fighter equal to her paladin level. From then on, whenever the paladin is entitled to select a feat she may select a combat feat as if she were a fighter equal to her paladin level. She must otherwise meet a feat's prerequisites to select it.

**Summon Weapon (Su):** At 4th level a paladin with the sacred weapon class feature can instantly summon her sacred weapon to her hand as long as it is within 100 feet per paladin level. This requires a swift action and can be performed once per round. The paladin does not need line of sight or line of effect. The weapon moves through obstacles as if teleported. If another creature holds the weapon the paladin must succeed on an opposed Will save to successfully summon her sacred weapon.

This replaces the paladin's channel positive energy class ability.

**Summon Divine Protector (Su):** At 5th level a paladin may gain a different version of the divine bond class feature. Instead of a loyal mount or the ability to enhance a weapon, the paladin gains the service of a celestial being called a divine protector as an aid for any task the creature can perform for an amount of time equal to 1 minute per paladin level.

Once per day as a full-round action, a paladin may magically call a divine protector to her side. The divine protector immediately appears adjacent to the paladin (or in the nearest square if no adjacent square is available). The divine protector takes the form of a humanoid of the paladin's race and has the base statistics provided below, but increases in strength and power as the paladin advances in level. (See chart below).

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.

This is not a summon monster spell. The divine protector summoned is a specific individual of its kind, possesses a name, and has a special bond with the paladin. The divine protector follows the paladin's orders to the best of its ability and defends the paladin in combat, but generally only takes actions that directly assist a paladin in her quest to promote the goals of good and law. (The GM has final say on what actions the divine protector will or will not take.) The protector never performs an evil act unless tricked and never undertakes any action it deems uselessly suicidal.

The weapons and armor the divine protector bears when it is summoned are normal weapons of their type. Other creatures may use them as long as the divine protector is summoned, and the divine protector can choose to employ

other weapons, armor, or items as it sees fit. Any items other than the original equipment the divine protector possesses when this ability's duration ends do not leave with the divine protector. The original items the divine protector possessed when first summoned always disappear at the end of this ability's duration or if the divine protector is slain.

Should the divine protector die, the paladin may not summon another protector 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.

A divine protector counts as a familiar, special mount, or animal companion when determining an attracted cohort's level as part of the Leadership feat.

## DIVINE PROTECTOR BASE STATISTICS

**LG** Medium outsider (extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

### [Defense]

**AC** 20, touch 11, flat-footed 19 (+1 Dex, +2 natural, +4 armor, +1 magic, +2 shield)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +4, **Will** +4 (+4 vs. poison)

**DR** 5/evil; **Immune** disease

### [Offense]

**Speed** 30 ft.

**Melee** +1 longsword +9 (1d8+5)

**Spell-Like Abilities** (CL 3rd)

at-will – *continual flame*, *detect evil*

1/day – *aid*, *divine favor*

### [Statistics]

**Str** 18, **Dex** 13, **Con** 15, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Improved Initiative, Weapon Focus (longsword)

**Skills** Climb +10, Diplomacy +8, Heal +7, Knowledge (planes) +7, Knowledge (religion) +7, Perception +7, Sense Motive +7

**Languages** Celestial, Common

**Gear** +1 longsword, +1 chain shirt, masterwork heavy steel shield

**Class Level:** This is the paladin's class level.

**HD:** This is the total number of ten-sided (d10) Hit Dice the divine protector possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the divine protector's base attack bonus. A divine protector's base attack bonus is the same as that of a paladin of a level equal to the divine protector's HD. Divine protectors gain additional attacks for a high base attack bonus.

**Fort/Ref/Will:** These are the divine protector's base saving throw bonuses. A divine protector has good Reflex and Will saves.

**Skills:** This lists the divine protector's total skill ranks. Divine protectors can assign skill ranks to any skill and receives a +3 bonus for the class skills listed below as normal.

**TABLE 1: A DIVINE PROTECTOR**

LEVEL	HD	BAB	FORT	REF	WILL	SKILLS	FEATS	ARMOR/ SHIELD BONUS	CHAR. BONUS	WEAPON	SPECIAL
6	3	+3	+1	+3	+3	21	2	+1	+0	+1	Spell-like abilities
7	4	+4	+1	+4	+4	28	2	+1	+1	+1	+1 ability
8	5	+5	+1	+4	+4	35	3	+1	+1	+1	
9	6	+6	+2	+4	+4	42	3	+2/+1	+2	+2	Spell-like abilities
10	7	+7	+2	+5	+5	49	5	+2/+1	+2	+2	
11	8	+8	+2	+6	+6	56	5	+2/+1	+2	+2	+1 ability
12	9	+9	+3	+6	+6	63	6	+2/+1	+3	+2	Spell resistance
13	9	+9	+3	+6	+6	63	6	+3/+2	+3	+3	Spell-like abilities
14	10	+10	+3	+7	+7	70	6	+3/+2	+3	+3	Fly
15	10	+10	+3	+7	+7	70	6	+3/+2	+4	+3	DR10/evil
16	11	+11	+3	+7	+7	77	7	+3/+2	+4	+3	
17	12	+12	+4	+8	+8	84	8	+4/+3	+4	+4	+1 ability
18	12	+12	+4	+8	+8	84	8	+4/+3	+5	+4	Spell-like abilities
19	13	+13	+4	+8	+8	91	9	+4/+3	+5	+4	
20	14	+14	+4	+9	+9	98	9	+4/+3	+5	+4	+1 ability

A divine protector cannot have more ranks in a skill than it has Hit Dice.

**Feats:** This is the total number of feats a divine protector possesses, selected from the available feats listed below.

**Armor/Shield Bonus:** The number noted here is the enhancement bonus to the divine protector's armor and shield it wears when summoned.

**Characteristic Bonus:** Add this modifier to the divine protector's Strength and Charisma scores.

**Weapon:** The number noted here is the enhancement bonus to the weapon the divine protector wields when it is summoned.

**Special:** This includes a number of abilities gained by divine protectors as they increase in power. Each of these bonuses is described below.

**Spell-Like Abilities (Sp):** The divine protector can use the following spell-like abilities. Each time it gains new spell-like abilities it also keeps the ones from earlier levels. (CL = Hit Dice): at-will – *detect evil*, *continual flame*; levels 6-8: 1/day – divine favor; levels 9-12: 1/day – *prayer*; levels 13-16: 1/day – divine power; levels 18-20: 1/day – *holy smite*

**Ability Score Increase (Ex):** The divine protector adds +1 to one of its ability scores.

**Flaming (Su):** The weapon the divine protector wields when first summoned also possesses the flaming enhancement.

**Flaming Burst (Su):** The weapon the divine protector wields when first summoned also possesses the flaming burst enhancement.

**Holy (Su):** The weapon the divine protector wields when

first summoned also possesses the holy enhancement.

**Spell Resistance (Su):** The divine protector gains spell resistance equal to 10 + ½ Hit Dice + Charisma modifier.

**Fly (Su):** The divine protector gains a fly speed of 40 feet (good).

**DR 10/evil (Su):** The divine protector's DR increases to 10/evil.

## DIVINE PROTECTOR SKILLS

Divine Protectors consider the following skills class skills: Climb, Diplomacy, Fly, Heal, Intimidate, Knowledge (planes), Knowledge (religion), Perception, and Sense Motive.

## DIVINE PROTECTOR FEATS

Divine protectors can select from the following feats: Acrobatic, Agile Maneuvers, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dazzling Display, Dodge, Great Fortitude, Improved Critical, Improved Initiative, Intimidating Prowess, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Power Attack, Quick Draw, Skill Focus, Spring Attack, Toughness, Vital Strike, Weapon Focus, Wind Stance. Divine protectors must meet the prerequisites for a chosen feat. GMs might expand this list to include other feats.

**Aura of Radiance (Su):** At 8th level the paladin may replace her aura of resolve with aura of radiance. The paladin can choose to shed bright light out to a range of 30 feet for a number of minutes equal to her level. At 14th level



this light is the equivalent of a daylight spell. These minutes do not need to be consecutive but aura of radiance must be used in 1 minute increments. Activating or deactivating this ability is a free action.

If the paladin uses her channel positive energy ability while this aura is active she adds her Charisma modifier as a bonus to the amount of damage she heals or inflicts with channel energy.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Watchfulness (Su):** At 8th level the paladin may replace her aura of resolve with the aura of watchfulness. The paladin can always act in the surprise round even if she fails to make a Perception roll to notice a foe, and she can not be caught flat-footed if her opponent is visible. She still loses her Dexterity bonus to AC if immobilized or if an opponent successfully uses the feint action against her. Allies within 10 feet of the paladin gain a +4 bonus to Perception checks.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Challenge (Su):** At 11th level a paladin may replace her aura of justice with the aura of challenge. She may spend one of her daily smite evil uses to force one evil creature within 60 ft. who can see her to attack her and only her for a number of rounds equal to her paladin level. The creature fights to the best of its ability and cannot be forced to take specific actions. Creatures with more Hit Dice than the paladin gain a Will save ( $DC = 10 + \text{half the paladin's level} + \text{Charisma modifier}$ ) to resist this effect.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Retribution (Su):** At 11th level, a paladin may replace her aura of justice with aura of retribution. When a creature under a paladin's smite evil ability misses the paladin with a melee attack, the paladin or one ally adjacent to the foe may make a melee attack against the creature as a free action. This ability only functions once per round.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Alacrity (Su):** At 14th level a paladin may take aura of alacrity instead of aura of faith. Once per day the paladin and all her allies within 10 feet may reroll their initiative with a morale bonus equal to the paladin's Charisma modifier, taking the better result. A paladin may use this as an immediate action after initiative is rolled or as a swift action on her turn. If this ability is used after initiative order is established and one or more creatures have already acted, the new initiative rolls take effect on the next round. This ability does not allow a creature to act twice in one round. The paladin can use aura of alacrity twice per day at 17th level.

If the paladin falls unconscious or dies while this ability is in effect, all affected creature revert to their former initiative order.

**Aura of Glory (Su):** At 14th level a paladin may replace aura of faith with aura of glory. She can emphasize the characteristics that make another person great. Once per

day for a number of rounds equal to her Charisma modifier, all allies within 10 feet of the paladin gain a +4 divine bonus to their highest ability score. This is a temporary bonus and does not grant additional languages, bonus spells, or skill ranks.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Penance (Su):** At 14th level the paladin may take aura of penance instead of aura of faith. Once per day she can make other creatures pay for past misdeeds regardless of their alignment. As a swift or immediate action she can choose to make all opponents within 10 feet of her evil for purposes of smite evil and other effects that affect evil creatures. Activating this ability is a free action. The aura lasts for a number of rounds equal to the paladin's level.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Charismatic Might (Su):** At 17th level the paladin may take aura of charismatic might instead of aura of righteousness. Once per day as a swift or immediate action the paladin can grant herself and all allies within 10 feet the ability use to her Charisma score in place of one attack roll before the beginning of the paladin's next turn. This ability does not threaten a critical hit, even if the paladin's Charisma score is 20 or higher.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

**Aura of Negation (Su):** At 17th level the paladin may take aura of negation instead of aura of righteousness. For a number of rounds equal to the paladin's level she may cast an anti-magic field to a range of 10 feet that negates all evil spells and effects, and spell-like and supernatural abilities of evil creatures. These rounds do not need to be consecutive. Activating this ability is a free action.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

## CAPSTONE ABILITIES

The paladin may choose one of these abilities at 20th level instead of holy champion:

**God's Warrior (Su):** At 20th level, a paladin becomes a conduit for her god's martial power. Her DR increases to 10/evil. Whenever, she channels positive energy or uses lay on hands to damage an undead creature, she inflicts the maximum possible amount. In addition, her channel energy ability and lay on hands can inflict damage against evil outsiders, but damage is rolled normally. If the paladin is slain she rises as a solar angel on the following round and fights for 1d4+1 rounds before speeding on to her heavenly reward.

**Light of the Divine (Su):** At 20th level the paladin can choose to shine with a radiant light out to 30 feet that is equivalent to a daylight spell. Activating or deactivating this ability is a free action. The paladin's allies within the light's radius when it is active gain a +2 morale bonus on attack rolls. All healing spells cast within the light's radius when it is active are considered to be cast with the Maximize Spell feat, but do not use a higher spell slot. A number

of times per day equal to her base Charisma modifier, the paladin may cast sunburst as a standard action.

**Sword Saint (Su):** At 20th level the paladin becomes the supreme holy warrior. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to 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, as long as the paladin is conscious she can never be disarmed if she wields a sacred weapon or a weapon enhanced with her divine bond. Also, this weapon can not be damaged or affected by dispel magic as long as it is on her person.

## SUGGESTED ROLES

### AVENGER

Evil must be opposed and good must be avenged. You are the avatar of your god's earthly vengeance. You seek out evil creatures and punish them for past misdeeds.

### SUGGESTED OPTIONS

**3rd level:** Justices

**11th level:** Aura of Retribution

**14th level:** Aura of Penance

**17th level:** Aura of Alacrity

### CHAMPION

You are your god's mortal sword on earth. When the unrighteous must be met in combat, you are the first to be called. Your powers lean more toward the martial side of a paladin's abilities. What you give up in succor and healing, you make up for in martial prowess and the ability to ask your god for boons in combat.

### SUGGESTED OPTIONS

**2nd level:** Divine Resolution

**3rd level:** Boons

**4th level:** Channel Domain or Combat Training

**11th level:** Aura of Challenge

**14th level:** Aura of Glory

### DEFENDER

Not all paladins carry a traditional, physical shield. You wield your body as a living shield to aid friends and protect allies. You would gladly sacrifice your health and safety to ensure the survival of those in your charge.

### SUGGESTED OPTIONS

**3rd level:** Sacrifices

**5th level:** Summon Divine Protector

**11th level:** Aura of Defense



**14th level:** Aura of Glory

**17th level:** Aura of Negation

**20th level:** Light of the Divine

### SWORD SAINT

Some paladins train so fervently, so relentlessly, that their study of combat becomes an act of worship. Their movements are steady, unwavering, and focused. You are such an individual. Your maneuvers in combat are a means to transcend from the earthly to the sacred realms, and briefly tap into the unfettered power of your deity.

### SUGGESTED OPTIONS

**2nd level:** Sacred Weapon

**3rd level:** Sword Rites

**4th level:** Holy Warrior

**4th level:** Call Weapon

**11th level:** Aura of Retribution

**17th level:** Aura of Charismatic Might

**20th level:** Sword Saint



## NEW FEATS

The following feats are available to all paladins and provide additional options and specializations for holy warriors of all sorts.

### BY THIS SWORD

You strength of arms equals your strength of faith.

**Prerequisite:** Channel energy class feature

**Benefit:** When you channel positive energy, the amount of damage you heal other creatures or inflict on undead increases by an amount equal to the enhancement bonus of the weapon you use as a divine focus. This ability does not stack with a paladin's divine bond ability and uses a weapon's innate enhancement bonus.

### COWERING SMITE

Your foe realizes its eventual fate after you smite it.

**Prerequisite:** Smite evil class feature

**Benefit:** When you successfully smite a creature with your smite evil ability, the creature gains the cowering condition for a number of rounds equal to your Charisma modifier. Subsequent attacks do not increase the penalty but they do increase the duration.

### DARK KNOWLEDGE

Sometimes you must use an enemy's own weapons to defeat him.

**Prerequisite:** Paladin, ability to cast divine spells

**Benefit:** You may prepare one evil spell as a bonus spell for each level of spell you can cast. You can cast this spell as normal, but doing so causes you to take 1d4 points of Charisma damage and 1d4 damage per spell level.

### DOMAIN OF MERCY

Your healing touch also confers the power of your god.

**Prerequisite:** Mercy class feature

**Benefit:** Choose one of your deity's domains when you select this feat. When you use lay on hands to heal a creature, it confers your chosen mercies and an additional benefit based on this domain as described below. The benefit lasts for 1 minute per two paladin levels you possess. You may take this feat a second time, choosing a different domain of your deity.

*Air:* The recipient gains +1 deflection bonus to AC. At 12th level this bonus increases to +2.

*Artifice:* The recipient gains a +4 insight bonus to all Craft, Disable Device, and Sleight of Hand checks. This bonus increases to +6 at 12th level.

*Animal:* The recipient gains low-light vision. At 12th level the recipient also gains the scent ability.

*Charm:* The recipient gains a +4 insight bonus on Bluff and Diplomacy skill checks. At 12th level this bonus increases to +6.

*Community:* Aid another actions the recipient takes grant an additional +1 bonus. This bonus increases to +2 at 12th level.

*Darkness:* The recipient gains darkvision out to 60 ft. At 12th level the darkvision's range increases to 90 ft.

*Death:* When the recipient destroys an undead creature she gains temporary hit points equal to your paladin level.

*Destruction:* The recipient inflicts an extra +1d4 points of damage on all melee attacks.

*Earth:* The recipient receives a +2 divine bonus to resist bull rush and overrun attempts and push or pull monster abilities. This bonus increases to +4 at 12th level.

*Fire:* The recipient gains fire resistance 5. This resistance increases to 10 at 12th level.

*Glory:* The recipient adds +2d4 points of damage on a successful critical hit. Increase this damage to +2d6 at 12th level.

*Good:* The recipient gains DR/evil equal to the paladin's Charisma modifier.

*Healing:* The recipient gains temporary hit points equal to one-half your paladin level.

*Knowledge:* The recipient gains a +2 insight bonus on skill and ability checks. This bonus increases to +4 at 12th level.

*Law:* The recipient can decide to take an 11 on any d20 roll a number of times equal to the paladin's Charisma modifier. This must be decided before the roll is made.

*Liberation:* The recipient gains a +2 morale bonus to saves against charm and mind-affecting compulsions. This increases to +4 at 12th level.

*Luck:* The recipient treats all rolls of a natural 1 as if they had rolled a 2 instead.

*Magic:* The recipient gains spell resistance equal to 10 +  $\frac{1}{2}$  your paladin level.

*Nobility:* The recipient gains a +4 insight bonus on Diplomacy and Intimidate skill checks. This bonus increases to +6 at 12th level.

*Plant:* All critical confirmation rolls against the recipient take a -4 penalty.

*Protection:* The recipient gains a +1 resistance bonus to saving throws. This increases to +2 at 12th level.

*Repose:* The recipient gains a +2 resistance bonus to saves against death effects, energy drain, and effects that cause negative levels. This increases to +4 at 12th level.

*Rune:* The recipient gains a +4 insight bonus to Use Magic Device skill checks to activate scrolls and a +4 bonus to Linguistics skill checks to decipher written languages. This bonus increases to +6 at 12th level.

*Strength:* The recipient gains a +1 enhancement bonus to melee damage, combat maneuver checks that rely on strength, Strength-based skill checks, and Strength checks.

*Sun:* The recipient gains low-light vision and a +2 resistance bonus to saves against blinding effects.

*Travel:* The recipient's base land speed increases by 5 ft. (a divine bonus). This bonus increases to 10 ft. at 12th level.

*Trickery:* The recipient gains a +4 insight bonus to Bluff

and Sleight of Hand skill checks. This increases to +6 at 12th level.

*War:* The recipient gains a +1 morale bonus to melee attacks and initiative rolls. This increases to +2 at 12th level.

*Water:* The recipient gains a swim speed equal to its speed.

*Weather:* The recipient gains resistance to cold and electricity equal to the paladin's Charisma modifier.

### FAVORED STRIKE [COMBAT]

The gods watch over you.

**Prerequisite:** Smite evil class ability, Charisma 15

**Benefit:** When you miss with a melee attack against the target of your smite evil ability you still do damage to the target equal to your Charisma modifier. This does not occur if you roll a natural 1 on your attack.

### LASTING AURA

The power of your faith carries on even after your death.

**Prerequisite:** Paladin

**Benefit:** Choose one aura you possess. This aura functions for a number of rounds equal to your Charisma modifier even if you fall unconscious or are slain.

### MERCIFUL CHANNELING

Your positive energy conveys other benefits in addition to healing.

**Prerequisite:** Mercy class feature

**Benefit:** When you channel positive energy to heal creatures, you can convey all mercies you can use upon the healed creatures as if you had used your lay on hands ability. Using this ability requires two additional uses of lay on hands.

### MOUNTED WARRIOR

You and your divine mount draw strength from each other.

**Prerequisite:** Paladin, divine bond (mount) class feature

**Benefit:** While on your mount, you both gain a +1 morale bonus to attack and damage rolls, and you gain a +4 circumstance bonus to Intimidate skill checks.

### ORISONS

Your order emphasizes intellectual training along with martial prowess.

**Prerequisite:** 3rd level paladin

**Benefit:** You can cast resistance, stabilize, and virtue as spell-like abilities 3 times per day.

### RIGHTEOUS DRIVE

Your devotion to your cause allows you to hang onto life until you realize your goals.

**Prerequisite:** Paladin, Die Hard, Endurance

**Benefit:** You are not slain until your negative hit point total is equal to your Constitution score plus your Charisma modifier. Also, you gain a +4 morale bonus to Constitution saves to survive massive damage.

### WILLFUL RESOLVE

The desire to carry out your god's will grants you reserves unknown in others.

**Prerequisite:** Paladin

**Benefit:** A number of times per day equal to your Charisma modifier, you may roll a Will save in place of a skill or ability check.

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