

## Kismet's Paladin

The paladin is the same as that found in the Player's Handbook except as follows:

**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), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride, Sense Motive (Wis), and Spot (Wis).

### CLASS FEATURES

**Divine weapon access:** Paladins are considered proficient with their deity's favored weapon, regardless of its category.

*Divine aid:* Starting at 4<sup>th</sup> level, the paladin can use a spell-like ability a certain number of times a week (to a total of 6 times a week at 18<sup>th</sup> level). They can choose the ability from the following list of spells: *Remove Blindness/Deafness*, *Remove Curse*, and *Remove Disease*. They can switch freely between these spells but cannot go over their weekly maximum.

**Domain access:** At 8<sup>th</sup> level, the paladin is granted access to one of their deity's domains. If they already have access to domains through another class, this domain is new and additional to their prior repertoire.

**Strike of the deity:** At 7<sup>th</sup> level, the paladin gains the Weapon Focus feat for their deity's favored weapon. In addition, their deity's favored weapon is always considered magical when in the paladin's hands, even if it has not received magical enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the paladin wields it.

*Hallow:* At 11<sup>th</sup> level, the paladin can use Hallow as a spell-like ability a certain amount of times per week. The component cost must still be met, but the paladin can affix any one of the listed spells to the site, even if they cannot cast the spell normally. In this way, the paladin is literally able to make the world a better place.

*Holy Word:* At 16<sup>th</sup> level, the paladin can use *Holy Word* as a spell-like ability.

*Holy Aura:* At 17<sup>th</sup> level, the paladin can use *Holy Aura* as a spell-like ability.

*Special Mount:* A paladin can choose to have a permanent mount (as in 3.0 edition) or to call their mount from the celestial realms each day (as in 3.5 edition). This choice must be made when the paladin first calls their mount and is permanent.

### The Paladin

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	---Spells per Day---			
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	+1	+2	+0	+0	<i>Detect evil</i> , smite evil 1/day, divine weapon access	--	--	--	--
2	+2	+3	+0	+0	<i>Divine grace</i> , <i>lay on hands</i>	--	--	--	--
3	+3	+3	+1	+1	Aura of courage, divine health	--	--	--	--
4	+4	+4	+1	+1	<i>Divine aid</i> 1/week, turn	0	--	--	--

					undead				
5	+5	+4	+1	+1	Smite evil 2/day, special mount	0	--	--	--
6	+6/+1	+5	+2	+2	<i>Divine aid</i> 2/week	1	--	--	--
7	+7/+2	+5	+2	+2	Strike of the deity	1	--	--	--
8	+8/+3	+6	+2	+2	Domain access	1+1	0+1	--	--
9	+9/+4	+6	+3	+3	<i>Divine aid</i> 3/week	1+1	0+1	--	--
10	+10/+5	+7	+3	+3	Smite evil 3/day	1+1	1+1	--	--
11	+11/+6/+1	+7	+3	+3	<i>Hallow</i> 1/week	1+1	1+1	0+1	--
12	+12/+7/+2	+8	+4	+4	<i>Divine aid</i> 4/week	1+1	1+1	1+1	--
13	+13/+8/+3	+8	+4	+4		1+1	1+1	1+1	--
14	+14/+9/+4	+9	+4	+4	<i>Hallow</i> 2/week	2+1	1+1	1+1	0+1
15	+15/+10/+5	+9	+5	+5	<i>Divine aid</i> 5/week, smite evil 4/day	2+1	1+1	1+1	1+1
16	+16/+11/+6/+1	+10	+5	+5	<i>Holy word</i> 1/week	2+1	2+1	1+1	1+1
17	+17/+12/+7/+2	+10	+5	+5	<i>Holy aura</i> 1/day	2+1	2+1	2+1	1+1
18	+18/+13/+8/+3	+11	+6	+6	<i>Divine aid</i> 6/week	3+1	2+1	2+1	1+1
19	+19/+14/+9/+4	+11	+6	+6	<i>Holy word</i> 2/week	3+1	3+1	3+1	2+1
20	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day, <i>holy aura</i> 2/day	3+1	3+1	3+1	3+1