

Paladin

by Jose Lira

Your faith is strong. You have a deep, almost fanatical reverence and commitment to your deity. You possess natural martial skills that were recognized early on and were rigorously trained in the service of your deity. You serve as an elite guardian of your deity's flock and temple, protecting them with the power of your belief. You can wield a small bit of divine power. Thus, you are not just a holy warrior or divine champion, but a living avatar of your deity, a paladin.

Hit Points: A paladin gains 1d10 hit points per level.

Weapon training: A paladin is trained in the weapons used by faithful followers of his god. In addition a paladin is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A paladin is also trained in these ranged weapons: spear, dagger, javelin, longbow, shortbow, crossbow, and sling. Paladins may wear any armor and their spell checks are not hindered by its use. Depending on the deity, the shield or weapon may serve as his holy symbol. In most cases a paladin's shield is often painted with the symbols of his deity.

Choosing a god: At 1st level, a paladin selects a god to worship. A paladin's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Paladins of chaos choose the dark lords of war and destruction, they strive to spread chaos and prepare the world for the carnage and devastation of their dark masters. Lawful paladins follow the gods of harvest, good, light, and protection, and are what most peasants recognize as paladins, serving as temple guardians and acting as enforcers for church leadership. They are defenders of the faithful. Lawful paladins that have fallen and been banished from their god, become chaotic paladins and are often referred to as anti-paladins. Neutral paladins serve the gods of balance and strive to find some middle ground in the eternal struggle between law and chaos, using chaos to fight chaos and bending the law to find justice for their flocks. A neutral paladin may be a bandit that preys on nobles that abuse their peasants.

Alignment: Paladins adhere strictly to their alignment and devote themselves to their deity's cause. His devotion to his chosen deity's principles is absolute. A paladin who changes alignment loses the support of his god. A Paladin loses access to all spells and powers from paladin levels earned under his old alignment.

Smite: The paladin has the ability to empower his weapon with divine power. Instead of a regular Attack bonus the paladin adds his Smite Die to attack and damage rolls (see Table P-1: Paladin). Smite is limited to those deemed unholy by the paladin's god.

Caster level: Caster level is a measurement of a paladin's power in channeling his god's energy. A paladin's caster level is his level as a paladin. Many paladins adventure in search of holy relics that bring them closer to their gods and thus increase their caster level.

Magic: Like clerics, paladins use idol magic to cast spells. They have similar chance for disapproval and can perform sacrifices to reduce disapproval ranges. A paladin uses his personality modifier in his spellcasting die rolls. The judge may allow the paladin to choose his spells, roll randomly for them, or any other method as specified by the judge.

Holy Deeds: In addition to spellcasting, the paladin is also able to perform Holy Deeds. The devotion of his faith empowers a paladin with divine might to improve his battle prowess, lend aid to his battle companions, or heal the injured. To use a Holy Deed, the paladin declares which Holy Deed he wants to use and rolls on Table P3: Paladin Holy Deeds. The Holy Deeds die roll is "action die + paladin level + personality modifier + luck modifier." Holy deeds risk disapproval and each failure increases the chance of disapproval.

Lay on Hands: As a cleric, paladins have the power to heal the faithful. The paladin may not heal undead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The paladin must physically touch the wounds of the faithful and concentrate for 1 action. The paladin's lay on hands works as the cleric's, in that it may heal specific conditions instead of hit points. (See Cleric's Lay on Hands in the Core Rulebook.)

Instill Bravery: The paladin has the ability to instill bravery in others around him. This ability grants a bonus to saving throws versus fear effects. This bonus applies to saves versus dragons, outsiders, undead, magical and mundane sources that induce fear. The bonus gained and number of potential targets is shown in Table P3: Paladin Holy Deeds. Duration is 1 minute + minute/paladin level.

Cause Fear: The paladin has the ability to cause fear to the unholy of equal HD or less. Targets must make a Will Save vs the caster's check result or flee for 1 round + round/paladin level away from paladin. The failed target(s) must run at the best speed away from the paladin. The number of targets affected by the paladin's fear is shown on Table P3: Paladin Holy Deeds.

Luck: A paladin's Luck modifier applies to Holy Deed die rolls. This modifier remains fixed over time, even if the paladin's Luck score changes.

Languages: At 1st level, a paladin automatically knows Common. A paladin knows one additional language for every point of Intelligence modifier.

Action dice: A paladin can use his action dice for attack rolls or spell checks.

Table P-1: Paladin

Level	Attack	Smite Die	Crit Die/ Table	Action Dice	Ref	Fort	Will	Max Spells	Max S Level
1	+1	1d3	1d8/III	1d20	+1	+1	+1	0	0
2	+1	1d4	1d8/III	1d20	+1	+1	+1	1	1
3	+2	1d5	1d10/III	1d20	+1	+2	+1	1	1
4	+2	1d6	1d10/III	1d20	+2	+2	+2	2	2
5	+3	1d7	1d12/IV	1d20+1d14	+2	+3	+2	2	2

6	+3	1d8	1d12/IV	1d20+1d16	+2	+4	+2	3	2
7	+4	1d10	1d14/IV	1d20+1d20	+3	+4	+3	4	3
8	+4	1d10+1	1d14/V	1d20+1d20	+3	+5	+3	4	3
9	+5	1d10+2	1d16/V	1d20+1d20	+3	+5	+3	5	3
10	+6	1d10+3	1d16/V	1d20+1d20+1d14	+4	+6	+4	6	4

Table P-2: Paladin Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Temple Guardian	Dark Warrior	Guardian
2	Crusader	Temple Enforcer	Defender
3	Temple Warrior	Death Knight	Redeemer
4	Holy Champion	Blackguard	Liberator
5	Temple Captain	Chaos Champion	Hero

Table P-3: Paladin Holy Deeds

Holy Deed Die Roll	Lay on Hands Same/Adjacent/Opposed	Instill Bravery	Fear
1-11	Failure	Failure	Failure
12-13	1 dice/ None/ None	+1 bonus/ one target	One target
14-19	2 dice/ 1 dice/ None	+2 bonus/1d3 targets	1d3 targets
20-21	3 dice/ 2 dice/ 1 dice	+3 bonus/1d4 targets	1d5 targets
22-24	4 dice/ 3 dice/ 2 dice	+4 bonus/1d6 targets	1d7 targets
25+	4 dice/ 3 dice/ 2 dice	+5 bonus/1d7 targets	1d8 targets

Fallen Paladin

In addition to disapproval, a paladin due to his strict observance of his deity's tenets is subject to

additional constraints and obligations. He must be ever vigilant for his own internal failings and must always be striving for perfection in his own obedience to his god. Every day his disapproval rating reaches 3 or higher he gains one point on the Fallen Paladin table (Table P-4: Fallen Paladin). In addition, sinful use of holy power may incur points directly, depending on the severity of the transgression and the amount specified by the judge. These do not reset after rest and/or prayer. Real sacrifices must be paid to redeem himself or he eventually becomes a fallen paladin. From time to time the paladin may seek atonement and redemption via a the holy quest. These quests are bestowed on him by the temple or directly by his god. His quest might be to recover a holy artifact from a dangerous if not an extremely lethal vault or tomb or to vanquish a great enemy.

Table P-4: Fallen Paladin

Fallen Points	Effect	Contrition
1-7	None	50 gp/per point reduction, or 10% of wealth to wipe all.
8-10	-1 Holy Deeds die rolls	Holy quest required, completion removes 5 Fallen Points
11-12	-2 Holy Deeds, no spell casting	Holy quest required, completion removes 6 Fallen Points
13-14	-3 Holy Deeds, no spell casting	Holy quest required, completion removes 7 Fallen Points
15-16	-4 Holy Deeds, no spell casting	Holy quest required, completion removes 9 Fallen Points
17-18	No holy deeds, no spell casting	Holy quest required, completion removes 11 Fallen Points
19	No paladin abilities	A trial is held, severe penance terms, death or expulsion could be result.
20	No paladin abilities	A holy avenger is dispatched for the fallen paladin, expulsion is automatic, death is the sentence. Fallen paladin usually seeks a new god or patron for his cause.