

# Paladin

## 1st Level:

### Required:

- KS: Religious Scriptures (2 pts).
- Perk: Divine Champion (5 pts).
- Literacy in chosen language (1 pt).
- PRE > 12
- Psych Lim "Obedient to Deity and church officials: common, strong."
- Susceptibility to unholy water: uncommon, instant, 1d6 stun.
- Distinctive Features "Radiates extreme, blinding goodness: concealable, causes extreme reaction, only detectable by unusual senses."

### Allows:

- Immunity to Disease (3 pts).
- Divine Protection, power defense (2 pts).
- Divine Protection, mental defense (2 pts).
- [Detect Evil](#), +0 (1 pts).
- [Protection from Evil](#), +1 DCV (3 pts).
- [Noble Steed](#) (15 pts).

## 2nd Level:

### Required:

- All level 1 abilities (excluding warhorse).
- PRE > 13
- [Divine Mana Pool](#) (2 pts).

### Allows:

- Divine Protection, power defense (3 pts).
- Divine Protection, mental defense (3 pts).
- [Turn Undead](#), +20 PRE (2 pts).
- [Aura of Courage](#), +5 PRE (3 pts).
- [Smite Evil](#), +2 DC, 1 charge (1 pt).
- [Lay on Hands](#), 2d6 healing (2 pts).

## 3rd Level:

### Required:

- All level 2 abilities.
- PRE > 14

### Allows:

- Divine Protection, power defense (4 pts).
- Divine Protection, mental defense (4 pts).
- [Turn Undead](#), +30 PRE (4 pts).
- [Smite Evil](#), +3 DC, 3 charges (3 pts).
- [Lay on Hands](#), 3d6 healing (4 pts).
- [Protection from Evil](#), +2 DCV (6 pts).
- [Cure Disease](#), 16d6 Dispel (5 pts).

## 4th Level:

### Required:

- All level 3 abilities.
- Divine Magic Skill (3 pts).
- KS: Religious Scriptures (3 pts).
- PRE > 15

### Allows:

- Divine Protection, power defense (5 pts).
- Divine Protection, mental defense (5 pts).
- Access to All, Charm, Combat, Divination, Healing, and Protection first level divine spheres.
- [Combat Casting](#) (3 pts).

## 5th Level:

### Required:

- Divine Magic Skill (5 pts).
- KS: Religious Scriptures (4 pts).
- Divine Protection, power defense (4 pts).
- 5 points in acolyte spells.

- PRE > 16

**Allows:**

- Divine Protection, power defense (6 pts).
- Divine Protection, mental defense (6 pts).
- [Turn Undead](#), +40 PRE (7 pts).
- [Lay on Hands](#), 4d6 healing (7 pts).
- Access to All, Combat, Divination, and Healing deacon spheres.

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Last update: **2006/02/19 10:51**

