

the *Paladin*

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the Paladin

Credits

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Introduction

The *Divine Favor* series expands the options available to sacred PCs. Each entry will present alternate class abilities for the core divine classes: cleric, druid, paladin, inquisitor and oracle. A player can use them to customize a PC beyond what is presented in the rules. Each PDF will also discuss how best to utilize a class's strengths and tactics.

Examining the paladin, a fighter blessed with the divine radiance of good, presents a conundrum. The class relies on several ability scores to create an optimal PC. She must have adequate scores in Strength and Constitution for melee combat and a high Charisma to optimize her smite evil ability, saves and spells. Depending on the other roles the paladin must fulfill within a party—diplomat or investigator—high Intelligence and Wisdom are also crucial. Intelligence is needed for skill ranks in Diplomacy, Perception and Sense Motive, and high Wisdom is required for an observant eye.

Since most characters usually start with only two really good scores, a player of a paladin might be tempted to place them in Strength and Constitution, when the best choice is probably Strength and Charisma. While a lower Constitution might mean fewer hp and lower Fortitude bonuses, this is offset by the paladin's divine grace, divine health, and mercy class abilities, making him virtually immune to all afflictions that require a Fortitude save.

SMITE EVIL

While smite evil can be powerful, it is an extremely limited resource, especially at lower levels. It is essential a paladin use *detect evil* before naming the target of his smite. One benefit to a successful smite is the deflection bonus it grants. A paladin with an active smite

can charge his opponent without fearing a reduction in AC.

LAY ON HANDS

While this ability heals damage, a player shouldn't overlook its combat potential. Lay on hands can keep a paladin in a fight for a long time, weathering not only hp damage, but the effects of special attacks. As an offensive tool, lay on hands can seriously damage undead creatures, especially when combined with smite evil. The bonus on damage the paladin might give up by not using his primary weapon is offset by the lower touch AC of most creatures.

SPELLS

A paladin should choose spells that buff him before combat or increase the damage he deals to targets of smite evil. *Eagle's splendor* works well in combination with smite evil. *Grace* allows a paladin to charge his smite evil target without worrying about attacks of opportunity from other opponents. A paladin should never prepare *cure* spells. The hp regained are not worth wasting a spell slot which is better used for a spell that increases the paladin's combat ability or AC. If he must fill the healer role, the paladin should use a wand.

DIVINE BOND

The type of divine bond a paladin takes determines his feat selection. A weapon divine bond means the paladin should take the Weapon Focus, Power Attack, Cleave progression, but a mount divine bond necessitates Mounted Combat, Spirited Charge, etc. A smite evil mounted charge against an evil dragon is what a paladin is all about. A paladin with a divine mount should treat the being as more than a warhorse. The mount's Intelligence score of 6 allows it to participate in complex strategy with the paladin, understand speech, etc.

SKILLS

The paladin receives a paltry 2 skill ranks/level. Her need to possess ranks in several skills crucial to his success as a paladin makes this unfortunate. A player should decide their paladin's theme at 1st level and concentrate on those skills. An investigator or inquisitor should focus on Sense Motive, a knight on Ride, and a diplomat on Diplomacy. In general, social skills are best left to rogues and bards who can afford to spend ranks on them.

MULTICLASSING

If a paladin wants to multiclass his best two choices are the cleric and fighter, though the paladin's lower Wisdom score means he should only take a few levels in cleric before advancing again in paladin. The fighter's bonus feats make a great addition to a paladin's formidable martial capability.



ALTERNATE CLASS ABILITIES

The Divine Aspect and Stigmata archetypes are presented as options for players.

Divine Aspect

"Shenterath, I invoke your presence," Japhis Jor bellowed.

The goblin king flinched, the shout knocking away his sneer.

Jor rose on wavering legs. Light shone between joints of his plate armor, and the chains wrapped around his body strained as he pushed against them.

Japhis Jor surged, and the chains broke. A stretch of sundered links whipped in the paladin's hands to smash the goblin and knock him to the ground.

"Lord of Strength and War, feel his might through my flesh," Jor yelled as he fell upon the king's bodyguards.

Through faith and fervor the paladin wields the power of her god to bolster herself, her allies and her skill at arms. Some paladins form a more direct link with their deity and gain the ability to channel a portion of their god through their body.

This ability is called Divine Aspect and replaces the Divine Bond class feature a paladin gains at 5th level. Once chosen it can't be changed.

Divine Aspect allows a paladin to gain benefits through a direct connection with her deity. Activating divine aspect

is a standard action and lasts for 1 minute/paladin level. The benefits a paladin gains are based on the domains of her deity. The paladin must choose which domain benefits she gains at 5th level and can't change them later. A paladin may use this ability once per day at 5th level, and one additional time per day every four levels beyond 5th, to a total of four times per day at 17th level.

Once activated the paladin gains all the benefits listed for her respective level and all benefits gained at lower levels. For example, an 8th level paladin with the Strength domain aspect gains a +2 divine bonus on Strength and Climb and Swim skill checks as well as a +1 bonus on attack rolls.

Divine Aspect does not function if the paladin is dead or unconscious, but resumes its benefits if the paladin regains consciousness before its duration has ended. Divine Aspect is a supernatural ability.



COMMUNITY

Cooperation is strength. The divine inspires devotion to allies and grants you bonuses when you accept others into the fold.

Greater Aid: At 5th level, when the paladin uses the aid another action, the bonus she grants with success is +3 instead of +2. Also, the paladin gains a +3 flanking bonus on melee attacks against an opponent flanked by an ally, instead of the normal +2 bonus. At 17th level, the aid another and flanking bonuses increase to +4.

Twice per use of her divine aspect, the paladin may use a move action to declare one creature an ally for purposes of flanking another creature, even if the original creature does not consider itself the paladin's ally. This lasts for a number of rounds equal to the paladin's level.

Ally Aura: At 8th level, any aura the paladin possesses that also benefits the paladin's allies extends its range by 10 feet.

Shared Fortitude: At 11th level, as a swift or immediate action, the paladin can grant a +4 divine bonus to one creature within 10 feet on a save against disease or poison. She can do this once per use of her divine aspect and must declare it before the save is rolled.

Divine Armor: At 14th level, allies adjacent to the paladin gain a +2 divine bonus to their Armor Class.

Aid One Another: At 20th level, all allies within 20 feet of the paladin grant their targets a +4 divine bonus when successfully using the aid another action. Once per use of her divine aspect the paladin can grant her save bonus to one ally on any saving throw the ally must make. She can do this as a swift or immediate action, but must declare it before the save is rolled.

GLORY

You please your god when attempting feats against which lesser men quail. Such daring inspires allies.

Glorious Movement: At 5th level, the paladin gains a +2 divine bonus on Acrobatics and Climb skill checks and a +2 morale bonus on melee attack rolls against creatures with more Hit Dice than her paladin level. At 11th level these bonuses increase to +4.

Glorious Attack: At 8th level, all allies adjacent to the paladin gain a +1 morale bonus on attack rolls. This bonus increases to +2 at 14th level.

Glorious Inspiration: At 11th level, whenever the paladin rolls a natural 20 or scores a melee critical hit, she gains a +4 inspiration bonus on one d20 roll of her choice made before the end of her next turn which she must declare before the save is rolled.



Victory from Defeat: At 17th level, once per use of the divine aspect, the paladin may treat a roll of one or two on a melee attack roll as a natural 20. She must declare the use of this ability before the results of the roll are known.

Shared Glory: At 20th level, all allies adjacent to the paladin gain a +4 morale bonus on attack rolls.

GOOD

Your righteousness is as sharp as your sword. Evil has no power over you.

Halo: At 5th level, the paladin gains a +2 divine bonus on saves against spells and spell-like abilities of evil creatures. At 14th level, this bonus increases to +4. Also, the paladin's melee attacks are considered good-aligned for the purposes of overcoming damage reduction.

Stand Firm: At 8th level, Good-aligned creatures allied to the paladin gain a +2 morale bonus on attack rolls when adjacent to the paladin.

Holy Strike: At 11th level, the paladin's melee attacks are considered holy, inflicting +2d6 points of damage against evil creatures.

Dazing Smite: At 14th level, evil creatures the paladin successfully smites using her smite evil ability are also dazed for 1 round. This ability affects a creature once per combat.

Staggering Good: At 17th level, the paladin gains the use of the staggering critical feat on melee attacks against evil creatures.

Crushing All Evil: At 20th level, when the paladin successfully smites an evil creature, the creature must make a Fortitude save (DC



10 + 1/2 paladins' level + Charisma modifier) or die instantly. If the creature saves it cannot be affected by Crushing All Evil again this combat.

HEALING

As an aspect of your deity, your healing abilities benefit from the direct touch of a god.

Divine Healing: At 5th level, the paladin gains a +2 divine bonus on Heal skill checks. This bonus increases to +4 at 11th level. Also, the paladin adds +1 point/die anytime she uses her lay on hands or channels positive energy. This increases to +2 points/die at 11th level.

Greater Mercy: At 8th level, the paladin bestows one additional mercy with a use of her lay on hands ability. She must be of a level able to use the chosen mercy, but can choose the type of mercy at the time she uses lay on hands.

Healing Glance: 14th level, the paladin may use her lay on hands ability on any ally she can see within 10 feet of her.



Pure Touch: At 17th level, the paladin may choose one of the following conditions: confused, panicked or petrified. Each time she uses her lay on hands ability, the paladin may also remove the chosen condition from the target of her lay on hands.

True Healing: At 20th level, the paladin automatically succeeds on all Heal skill checks. Also, the paladin adds +3 points/die any time she use her lay on hands ability or channels positive energy.

LAW

Your deity is the god of measured steps, the great planner and orchestrator. With his power flowing through you there are no surprises.

Hound of Law: At 5th level, the paladin gains a +2 divine bonus on all Sense Motive skill checks, and can use detect chaos as an at-will spell-like ability. The bonus on Sense Motive checks increases to +4 at 11th level.

Force of Will: At 8th level: Once per round the paladin can use her Charisma score as her attack roll. This must be declared before the roll is made. This can never threaten or inflict a critical hit.

Trusted Strike: At 14th level: Whenever the paladin must roll damage, she can instead inflict an amount of damage as if all damage dice rolled resulted in an average result for the die size (e.g. d8 = 4.5) rounded down. This must be declared before damage is rolled normally.



Smite Chaos: At 17th level, the paladin can choose to smite chaos instead of evil. This consumes one use of her daily smite evil.

Lawful Strike: At 20th level, the paladin's melee attacks are considered lawful for the purposes of overcoming damage reduction.

NOBILITY

There are gods, and there are men, and one is superior to the other. You teach lessers the wrath of their superiors.

Commanding Word: At 5th level, the paladin gains a divine bonus on Intimidate skill checks equal to her paladin level. Also, when the paladin successfully uses the Intimidate skill to demoralize an opponent, the target takes a -2 penalty to AC for as long as it is shaken. At 11th level this penalty becomes -3, and -4 at 14th level.

Righteous Strike: At 8th level: When making a full-attack action against a creature with fewer Hit Dice than the paladin's level + her Charisma modifier, the paladin may make one extra attack against that creature at her full base attack bonus. The paladin may only gain one extra attack per round with this ability.

Superior Presence: At 11th level, the paladin may demoralize another creature with the Intimidate skill as a move action.

Masterful Presence: At 14th level: Creatures the paladin demoralizes are shaken for 1 additional round.

Righteous Presence: At 17th level: When calculating whether the paladin gains an extra attack against a creature, the paladin adds 3 + her Charisma modifier to her paladin level.

Holy Wrath: At 20th level: Opponents the paladin demoralizes are instead stunned for the first round they are shaken.

PROTECTION

Your faith is your shield. With it, weapons bounce off your skin and fire and cold can't hurt you.

Shield of Prayer: At 5th level, the paladin gains a +2 resistance bonus on all saving throws and a +2 divine bonus to her CMD. These bonuses increase to +4 at 11th level.

Shield of Resolve: At 8th level, the paladin gains DR 1—and a 25% chance to ignore any critical hit or sneak attack scored against her.

Elemental Shield: At 11th level, the paladin gains resistance 5 against all elements (acid, cold, electricity, fire and sonic).

Greater Resolve: At 14th level, the paladin gains DR 2/—and a 50% chance to ignore any critical hit or sneak attack scored against her.

Greater Elemental Shield: At 17th level, the paladin and all allies within 10 feet of her gain resistance 10 against all elements (acid, cold, electricity, fire and sonic).

Energy Immunity: At 20th level, the paladin chooses one energy type when she reaches 20th level. Whenever she invokes her divine aspect she is immune to that energy type.

STRENGTH

Some call you the Lion of Heaven. Divine might infuses your muscles and you strike with the power of the gods.

Hero's Strength: At 5th level, the paladin gains a +2 divine bonus on Climb and Swim skill checks and a +1 divine bonus on melee attack rolls. At 11th level the bonus on skill checks increases to +4 and the bonus on attack rolls increases to +2.

Lion's Strength: At 8th level, the paladin gains a +2 divine bonus to Strength. This increases to a +4 bonus at 14th level.

PALADINS IN THE REAL WORLD

Sphinx's Strength: At 17th level, the paladin gains a divine bonus equal to her Charisma modifier on all Strength checks and grapple checks.

Divine Strength: At 20th level, the paladin gains a +6 divine bonus to Strength. Once per use of her divine aspect the paladin can choose to automatically succeed on one Strength check or grapple check. This must be declared before the check is rolled.

SUN

You radiate celestial light and warmth. Your sight pierces darkness and deception the way sunlight pierces the gloom.

Sacred Torch: At 5th level, the paladin glows with the light of a torch. She gains a +2 divine bonus on Perception skill checks and a +2 divine bonus on melee attack and damage rolls against undead. Both of these bonuses increase to +4 at 11th level and to +6 at 17th level.

Holy Warmth: At 8th level, the paladin and all allies within 10 feet of her gain resist cold equal to the paladin's level.

Divine Light: At 11th level, the paladin radiates light as a daylight spell and gains a +4 divine bonus on saves against gaze attacks and blinding effects.

Blinding Light: At 14th level: Whenever the paladin scores a critical hit with a melee attack, the target must also make a Fortitude save (DC = 10 + paladin's base attack bonus) or become blinded for 1d4+1 rounds. A creature that saves is instead dazzled for 1 round.

Hammer of the Undead: At 20th level, the paladin is immune to cold. She gains a +8 divine bonus on melee attack and damage rolls against undead.

The word paladin originates from the Latin "palatinus", meaning "palace official." The actual word "paladin" first referred to the 12 knightly companions of Charlemagne sworn to defend Christianity from Muslim invaders.

The concept of the RPG paladin also has roots in three chivalric orders established during the Crusades. The Knights Templar protected Christian pilgrims in the Holy Land. They took their name from their headquarters, the Al Aqsa mosque in Jerusalem, believed to stand on the site of Solomon's temple. The order of Hospitalers were formed to care for sick and injured pilgrims, but soon also assumed a military role. The Teutonic Knights arose during the crusade to Christianize Eastern Europe, and eventually controlled territory encompassing Prussia, Estonia, and parts of Poland.

All three orders demanded their members take monastic vows, but also fielded powerful fighting wings of knights dedicated to advancing the Christian cause. In time, these orders grew into political powers as well as martial ones.



WAR

Your god revels in combat and so do you. The longer you fight the more the battle inspires your tactics and endurance.

Weapon Training: At 5th level, the paladin gains weapon training as a 5th level fighter. She selects the weapon group whenever she summons her divine aspect. Also, the paladin gains a +1 morale bonus on initiative checks.

Sacred Heart: At 8th level, the paladin gains a +2 divine bonus to Constitution. This bonus increases to +4 at 17th level.

Strength of Arms: At 11th level: Whenever the paladin engages in melee combat for four or more consecutive rounds she gains a +2 morale bonus on melee attack and damage rolls for the rest of the combat. This bonus increases to +4 at 14th level.

Weapon Speed: At 14th level, the paladin gains weapon training as a 9th level fighter. The weapon groups and their respective bonuses are selected when she invokes her divine aspect. Also, the paladin gains a +2 morale bonus on initiative checks.

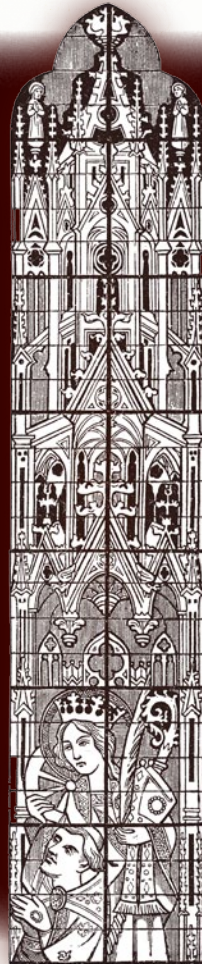
Critical Feat: At 17th level, the paladin chooses one critical feat when she reaches 17th level. While using a weapon with which she is proficient, the paladin may apply this feat with a successful critical hit.

Divine Strength of Arms: At 20th level, the paladin gains a +6 divine bonus to her Constitution score. After four consecutive rounds of combat, her morale bonus on melee attack and damage rolls increases to +6.

Stigmata

The way of the holy warrior never comes easily. Most don't choose it purely of their own volition. Some men and women take up the creed after they offend a deity or perform some despicable act. They suffer for the rest of their lives, forever atoning for a wrong committed in the heat of passion or a brief moment of weakness.

Stigmata are a way a GM can demonstrate a god's displeasure with a paladin without stripping the character of his class abilities. The GM decides if the paladin can atone for his behavior and lose the stigma or if it is a permanent mark, meant to remind him of the necessity of correct action.



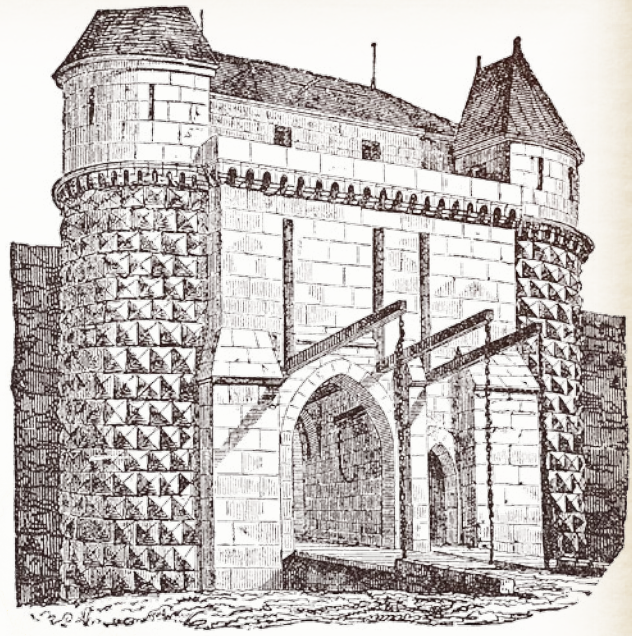
A DC 10 Knowledge (religion) check reveals the stigma as a deity's mark and may influence the attitude of other characters towards the paladin.

Bleeding Wounds (Ex): The paladin has a wound that won't heal. Most of the time the injury manifests as a weeping sore that stains clothes or drips blood. In times of stress the wound bleeds profusely. The paladin takes a -2 penalty to Constitution and suffers 1 extra point of bleed whenever afflicted with bleed damage from any source. However, the wound oozes more often when danger approaches, granting the paladin a +2 bonus on Perception and initiative checks.

Excommunicated (Ex): The paladin's deity has partly removed him from divine providence. All divine spells cast on him must overcome a SR equal to 11 + the paladin's total character level. This includes beneficial spells such as cure light wounds or break enchantment.

Tormented Sleep (Ex): Dreams and nightmares afflict the paladin whenever she sleeps. She must sleep 10 hours/night to gain a full night's rest. Any save she must make against becoming fatigued or exhausted is made at a -4 penalty. Once per week she may go without sleep for 48 hours and yet regain hit points and spells each day as if she had a full night's rest. At the end of this 48 hours she is exhausted until she gets a full night's rest.

Outcast (Ex): The paladin bears a visible mark on her face that shows she once violated his code. The mark imposes a -4 penalty on all Diplomacy checks. On Diplomacy checks made against other creatures sharing one of the paladin's alignments (good or lawful) the penalty increases to -8. The paladin gains a +4 bonus on all Intimidate checks.



PALADIN ARCHETYPES

This section provides five new archetypes for paladins, from the martial to the pious and with some surprising stops in between.

HEAVENLY BEACON

The paladin who becomes a heavenly beacon is a shining light of inspiration to allies. By calling out to her god, singing a holy chant, or performing a visible, divine rite the heavenly beacon can inspire allies to fight with greater enthusiasm and dedication.

Inspire Courage (Su): At 1st level a heavenly beacon can inspire allies and herself. To be affected, an ally must be able to perceive the paladin's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and on attack and weapon damage rolls. At 5th level, and every six paladin levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting effect. Inspire courage can use audible or visual components. The paladin must choose which component to use when using this ability.

Inspire Greatness (Su): A heavenly beacon of 9th level or higher can inspire greatness in herself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the paladin attains beyond 9th, she can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the paladin. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hp (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 morale bonus on attack rolls, and a +1 morale bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting effect, and it relies on audible and visual components.

Inspire Heroics (Su): A paladin of 15th level or higher can inspire tremendous heroism in herself or a single ally within 30 feet. For every three paladin levels the character attains beyond 15th, she can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the paladin. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting effect that relies on audible and visual components.

Starting any of these abilities is a free action, but it must be maintained each round. It does not function if the paladin is unconscious or dead. These abilities may be used a total number of rounds per day equal to the paladin's level and replace smite evil and aura of justice.



HOLY SWORD

The paladin is nothing without might to back up his precepts of good and law. The holy sword trains incessantly, some might even say "religiously", to perfect his skill with weapons.

Spells: The holy sword doesn't gain the ability to cast spells at 4th level.

Sword Saint (Ex): At 5th level the holy sword gains weapon training as a fighter equal to her paladin level. She gains a new group of weapons every four levels and the bonuses granted by previous weapon groups increase by +1 each.

METROPOLITAN

The city often becomes a well of corruption and villainy. The paladin known as the metropolitan dedicates herself to the protection of the honest folk living and toiling in urban areas. The metropolitan gains the following class features:

Street Saint (Ex): The city speaks to the metropolitan. When in a settlement at least as large as a village (see the *Game Mastery Guide*) the paladin gains blindsight 10 ft. This increases to 20 ft. at 7th level, 30 ft at 11th level and 60 ft at 17th level. Street saint replaces detect evil.

Smite Denizen (Su): Once per day the metropolitan can call out to the powers of civilization in her struggle against those who would taint the city. As a swift action, the paladin chooses one target within sight to smite. If this target is of the construct, humanoid, or vermin type, the metropolitan adds her Charisma bonus (if any) on her attack rolls and adds her paladin level on all damage rolls made against the target of the smite. Regardless of the target, smite denizen attacks automatically bypass any DR the creature might possess.

In addition, while smite denizen is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not of the construct, humanoid, or vermin type, the smite is wasted with no effect. The smite denizen effect remains until the target of the smite is dead, or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the metropolitan may smite denizen one additional time per day, to a maximum of seven times/day at 19th level. This replaces smite evil.

QUESTING KNIGHT

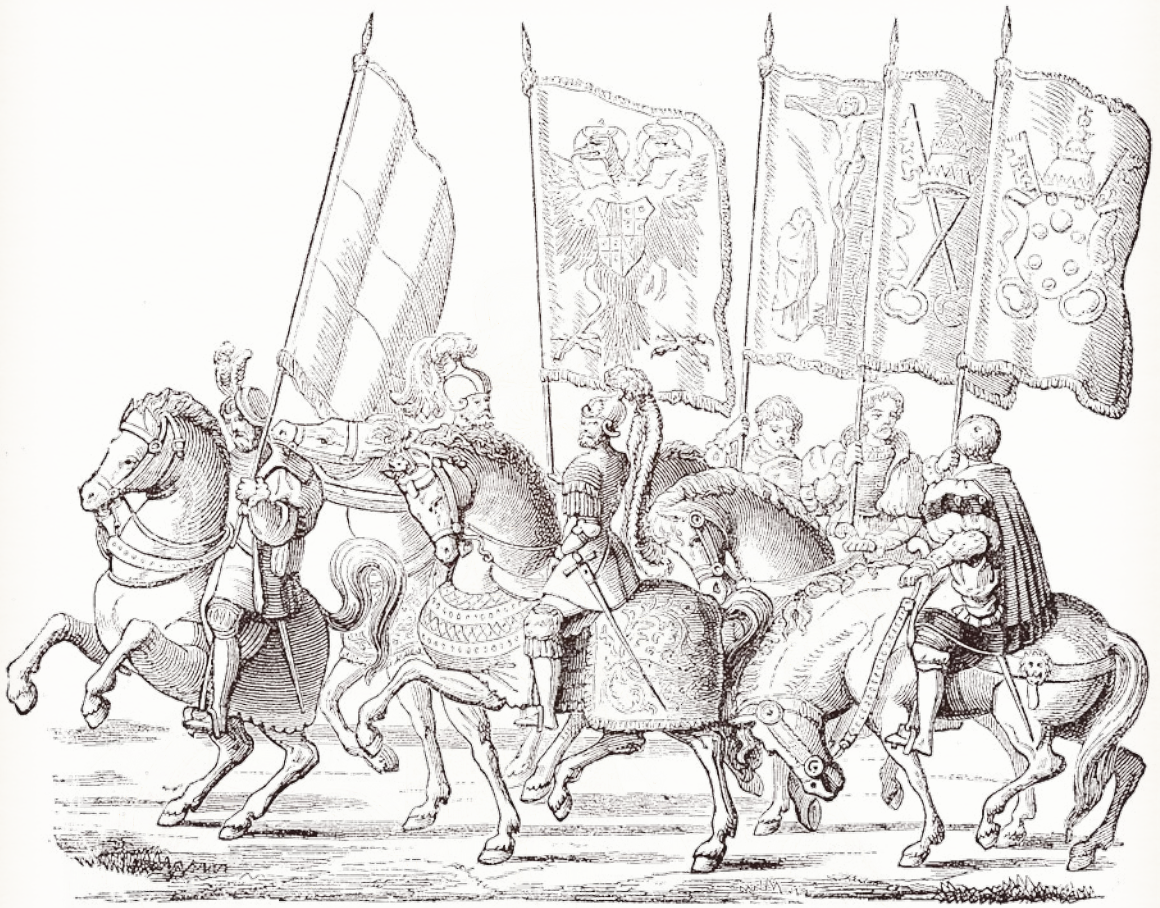
Paladins by their nature take up quests for their ideals and their faith. A questing knight believes the only way to promote such virtues is through the honorable search, be it for a sacred relic, a dangerous beast, or a holy site.

Unerring Drive (Ex): At 1st level the paladin gains an instinctual understanding of her place in the world. She gains *know direction* as a constant spell-like ability and Survival becomes a class skill. The paladin also gains a +4 bonus on all survival checks. This replaces detect evil.

Divine Guidance (Su): At 5th level a questing knight can receive answers to questions from her deity as if she had cast the *commune* spell. She may use this ability once per day.

Vision Quest (Su): At 11th level the questing knight can receive information as if she had cast *vision* with a caster level equal to her paladin level. Using this ability is a full round action. The paladin may use vision quest a number of times per day equal to ¼ her paladin level. Vision quest replaces aura of justice.





TEMPLAR

Defense of holy spaces often becomes a paladin's prime duty. The templar not only defends the homes of her deity's earthly residences, but becomes a temple in her own right, carrying the god within herself.

God's Protection (Su): At 1st level the templar can surround herself with her god's protective aura. As a standard action she may gain the benefit of a *sanctuary* spell with a caster level equal to her paladin level. She may use this ability at-will. God's protection replaces detect evil.

Divine Vessel (Su): At 11th level the paladin may use, as a free action, two of her daily uses of smite evil to create a *hallow* effect centered

on herself. The effect lasts for a number of rounds equal to her paladin level. Divine Vessel replaces aura of justice.

Holy of Holies (Su): At 14th level the templar may create a private sanctuary for herself and her allies. This acts as *mage's magnificent mansion*, with a caster level equal to the paladin's level. Natural healing within the structure occurs at double the normal rate and *cure* spells cast within holy of holies function at caster level +1. The paladin may use this once per day. At 17th level she can use this ability twice per day. Holy of holies replaces aura of faith.

CODES OF CONDUCT

The *Pathfinder RPG Core Rulebook* specifies that a paladin must abide by certain precepts. These ideals guide her actions and ensure she falls on the side of right and good. However, except in a general sense, these codes are not formally described. This section presents codes a paladin might follow, what the codes mandate, and the benefits granted to a paladin who conforms her behavior to a stricter set of rules.

Because a code of conduct grants benefits to the adherent but also demands more virtuous behavior, a paladin can't take a specific code without the GM's approval. The GM must ensure the paladin follows the code's precepts with correct action and roleplaying. Failure to do so causes the paladin to lose any benefits gained through a code of conduct, such as code of conduct feats (see *New Paladin Feats*, page 18), and access to additional spells. A paladin who violates her code must atone for her behavior before she regains a code's benefits.



VOW OF ABSTINENCE

The paladin has foresworn all substances that pollute the body and spirit, including alcohol, drugs, overly rich food, and sexual relations. She may not knowingly indulge in these without violating her vow. She also refrains from associating with others who regularly pollute themselves with these same substances.

Spells of Purity

A paladin with a vow of abstinence adds the following spells to her spell list as long as she maintains the tenets of her vow.

- 1st – stabilize, purify food and drink
- 2nd – bear's endurance
- 3rd – create food and water
- 4th – lesser planar ally, raise dead

VOW OF POVERTY

The paladin doesn't accumulate wealth or items beyond what she needs for survival and to combat evil. She can't own anything but her weapons, armor, and clothing. All other treasure she gains must be donated to the poor or the local church.

Spells of Poverty

A paladin with a vow of poverty adds the following spells to her spell list as long as she maintains the tenets of her vow.

- 1st – mending, purify food and drink
- 2nd – align weapon, consecrate
- 3rd – magic vestment
- 4th – divine power, order's wrath

ONE HECK OF A WALLOP

A 20th level paladin wielding a greatsword with power attack should be able to deliver a base 64 hp damage with a smite. Built using a 15-point buy, a 20th level human paladin should have at least a 21 Strength. The breakdown is:

2d6 greatsword
+7 Str (+5 two-handed)
+20 level
+18 power attack
+2 weapon (divine bond)
+2d6 holy (divine bond)
+1d6 flaming burst (divine bond)

This doesn't count boosts to Strength from magic items or feats such as Channel Smite. If the target is an evil dragon, outsider, or undead, the damage goes up by another 20 points. In any case, the rules also say the smite attack bypasses any DR the target possesses, making this a powerful blow.



VOW OF HONESTY

As part of the Lawful Good alignment, the paladin never lies, cheats, or steals, even if doing so would thwart evil. With the Vow of Honesty, the paladin also corrects lies told in her presence and does not tolerate liars, even those who are allies. She also does not tolerate deceptive magic, illusions, disguises, or swindling language or lies of omission.

Spells of Honesty

A paladin with a vow of honesty adds the following spells to her spell list as long as she maintains the tenets of her vow.

- 1st – guidance, stabilize
- 2nd – augury, true strike
- 3rd – invisibility purge
- 4th – tongues, true seeing

VOW OF SERVITUDE

The paladin has pledged her sword and body to the protection and service of another creature or place. She defends this person or place at all costs. If pledged to an individual, the paladin performs tasks the person requests of her, as long as these tasks don't violate her code as a paladin.

Spells of Servitude

A paladin with a vow of servitude adds the following spells to her spell list as long as she maintains the tenets of her vow.

- 1st – shield, stabilize
- 2nd – aid, bull's strength
- 3rd – magic vestment
- 4th – breath of life, righteous might

NEW PALADIN FEATS

Paladins hold a middle ground between clerics and pure fighters, and sometimes this means their feat selection is a mix of sacred feats and more simply martial ones. These new feats are geared to the holy warrior from the start.

Divine Initiative

The glory of your god inspires you to jump into the fray quickly.

Prerequisite: Ability to cast divine spells

Benefit: You add your Charisma modifier on initiative checks.

Dual Aspect

The light of your divine patron shines through you in two ways.

Prerequisite: Divine Aspect

Benefit: Choose a Divine Aspect among those matching your deities' domains and which you do not already possess. You gain this Divine Aspect and when activating you may choose to use either, but not both sets of powers for the duration of this use.

Elemental Smite

The power of your deity manifests as cold, electricity or fire.

Prerequisite: Smite evil

Benefit: Choose either cold, electricity, or fire when first taking this feat. You gain +1d6 bonus damage of the energy type selected on attacks against the target of your smite evil class feature.

Enhanced Holy Symbol

Your weapon channels the power of your holy strength.

Prerequisite: Channel energy

Benefit: When using a weapon as your holy symbol to channel energy, you add the weapon's total enhancement bonus (including enhancements such as *flaming* or *keen*) to the total

amount of positive energy you channel.

Example: Soriano, a 7th level paladin with a +1 *keen longsword of shock* would channel 4d6+3 points of positive energy.

Enhanced Divine Bond

Your spirit ally is stronger than others.

Prerequisite: Divine Bond, Vow of Honor

Benefit: When determining the duration of your divine bond, number of uses per day, and abilities it confers, you are considered one level higher than your actual paladin level.

Special: You may take this feat up to three times. Its effects stack.

Guardian's Stance

You focus solely on the defense of your charge.

Prerequisite: Vow of Servitude

Benefit: At the beginning of your turn you choose one ally adjacent to you. As long as that ally remains adjacent to you they can't be flanked.

Guiding Sight

Your vow of honesty allows you to pierce the veils of deception.

Prerequisite: Vow of Honesty

Benefit: You gain a +4 bonus on saves against illusions.

Mortified Flesh

Your denial of sensual pleasures has made you more resistant to the rigors of the body.

Prerequisite: Vow of Honor

Benefit: You gain DR 1 + your Charisma modifier/— against non-lethal damage.

Paragon of Virtue

Others find inspiration in your moral precepts.

Prerequisite: Code of Conduct

Benefit: You gain a +4 bonus to your Leadership score and a +4 bonus on Diplomacy checks made against good-aligned creatures.

Powerful Aura

The divine shines more brightly through you.

Prerequisite: Code of Conduct

Benefit: Any bonuses on saving throws you grant to allies through an aura increase by +1.

Purity of Body

Your flesh is strong and wholesome.

Prerequisite: Vow of Abstinence

Benefit: You gain a +2 bonus on saving throws vs. the effects of poison, drugs and alcohol.

Purity of Soul

Your inner self shines through.

Prerequisite: Vow of Poverty

Benefit: You gain a +4 bonus on saves against polymorph effects.

Strength of the Divine

Your physical prowess is a measure of your spiritual strength.

Prerequisite: Lay on hands, Str 13

Benefit: When you use your lay on hands ability you add an amount to the hp recovered equal to your Strength modifier.

Weakening Smite

Creatures you strike also know fear.

Prerequisite: Smite evil

Benefit: Whenever you successfully hit and damage the target of your smite evil ability, that creature must make a Will save (DC 10 + ½ your paladin level + your Charisma modifier) or also take a -2 penalty on attack and damage rolls and skill checks for as long as it is under the effect of your smite evil ability. Multiple uses are cumulative. A save renders the creature immune to any further increase in the penalty for 24 hours, but does not negate any existing penalties. This is a mind-affecting, fear effect.



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