

The Un-Paladin	Level	BAB	Fort	Refl	Will	Special
Hit Die: d10	1	1	2	0	1	Detect Good, Poison Use,
Skill points at first level : (2+Int modifier) x4	2	2	3	0	2	Dark Blessing, Smite Good, Lay on Hands
Skill points per level: 2+Int modifier	3	3	3	1	2	Command Undead
	4	4	4	1	2	Spells, Sneak attack + 1d6
Class Skills: The Un-Paladin's class skills (and the key ability for each skill) are	5	5	4	1	2	
Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).	6	6/1	5	2	3	
	7	7/2	5	2	4	
	8	8/3	6	2	4	Un-Paladin's Mount, Sneak attack + 2d6
	9	9/4	6	3	4	
	10	10/5	7	3	5	
	11	11/6/1	7	3	5	
Class Features:	12	12/7/2	8	4	6	Sneak attack + 3d6
	13	13/8/3	8	4	6	
Armor and Weapon Proficiencies: The Un-paladin is able to use to all simple and martial weapons, and is proficient with all armors and shields.	14	14/9/4	9	4	6	
	15	15/10/5	9	5	7	
	16	16/11/6/1	10	5	7	Sneak attack + 4d6
	17	17/12/7/2	10	5	8	
	18	18/13/8/3	11	6	8	
Sneak Attack : as the Rogues abilities.*	19	19/14/9/4	11	6	8	
	20	20/15/10/5	12	6	9	Sneak attack + 5d6

Detect Good: At will, the Un-Paladin can detect good as a spell-like ability. This ability duplicates the effects of the spell detect good.

Poison Use: Un-Paladin's are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing: A Un-Paladin applies his Charisma modifier (if positive) as a bonus to all saving throws.

Smite Good: Once a day, a Un-Paladin of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level Un-Paladin armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the Un-Paladin accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day. Smite good is a supernatural ability.

Vampiric Lay on Hands: Each day an Un-paladin can absorb a total number of hit points equal to the Un-paladin's Charisma bonus (if any) times the Un-paladin's level. The Un-paladin must lay his hands on a create and choose a number of hit points to absorb. The target is allowed a fortitude save (DC 10+cha bonus+class level) to negate all drainage. However for the Un-paladin those points are not lost. The Un-Paladin is cured immediately upon absorption. He cannot wait and apply it later. The Un-paladin can only cure themselves with the points absorbed. Lay on hands is a spell-like ability whose use is a standard action.

Command Undead: When a Un-Paladin reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Spells: Beginning at 4th level, an un-paladin gains the ability to cast a small number of divine spells. To cast a spell, the un-paladin must have a Wisdom score of at least 10 + the spell's level. Un-Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the un-paladin gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the un-paladin gets only bonus spells. A un-paladin has access to any spell on the paladin spell list and can freely choose which to

prepare, just as a cleric can.

A un-paladin prepares and casts spells just as a cleric does (though the paladin cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

Through 3rd level, a un-paladin has no caster level. Starting at 4th level, a un-paladin's caster level is one-half his or her class level.

Un-Paladin's Mount: Upon or after reaching 8th level, a un-paladin can call a loyal nightmare to serve him or her in her crusade of evil. Should the Un-paladin's mount die, he may call for another one after a year and a day.

* see Players Handbook

Un-Paladin Spells per day, and spell list:

Un-Paladin's choose their spells from the following list:

Level	1	2	3	4
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	0	-	-	-
5	0	-	-	-
6	1	-	-	-
7	1	-	-	-
8	1	0	-	-
9	1	0	-	-
10	1	1	-	-
11	1	1	-	-
12	1	1	0	-
13	1	1	1	-
14	1	1	1	-
15	2	1	1	0
16	2	1	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

Un-Paladins choose their spells from the following list:

1st level—cause fear, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.

2nd level—bull's strength, cure moderate wounds, darkness, death knell, inflict moderate wounds, shatter, summon monster II*.

3rd level—contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.

4th level—cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.

*Summoned creature must be evil

Class Restrictions:

The Un-Paladin must be evil.

..