

# 17 PALADIN FEATS

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Sample file



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## Introduction

Let's face it, Paladins are cool. Whether they're killing orcs or healing an ally, we just can't get enough of Paladins. 17 Paladin Feats is a great way to bring a whole level of coolness to your Paladin. Please be sure to run these by your GM before implementing them in your game.

A number of these feats grant special types of attacks, similar to the Paladin's *Smite Evil* ability. Just like *Smite Evil*, a missed special attack will have used up your chance. Example: You may *Smite Armor* once per encounter. A missed attack will have used up the ability for the encounter, and you cannot use it again until the next encounter.

## Arch Enemy

You can single out a single enemy in the battlefield.

**Prerequisite:** Paladin level 10+

**Benefit:** During any encounter, as a free action the Paladin may select a single opposing foe within 100-feet that is evil-aligned; that foe is now her *Arch Enemy* for the remainder of the encounter. The Paladin receives a +1 bonus to all melee attack rolls against that creature. When that foe is killed, the Paladin may select a different new *Arch Enemy*.

## Aura of Thorns

You can spite your opponents with your shield.

**Prerequisite:** Paladin level 5+

**Benefit:** Five times per day as a free action, the Paladin may imbue an *Aura of Thorns* (su) on any shield with a simple touch, which lasts one hour. The *Aura* causes the shield to grow tiny white spikes on its outer shell, which is sharp to the touch. When used in combat, any opposing creature that misses its attack roll against the wielder by 5 or more is instantly dealt 1d6 points of damage. The *Aura of Thorns* may be

imbued on any shield, but the shield must be wielded for its full effects.

## Blessed Heal

Your ability to heal is taken to new heights.

**Prerequisite:** Paladin level 1+, Lay on Hands

**Benefit:** The Paladin can use her *Lay on Hands* ability one additional time per day, and the total amount hit points she can heal is increased by an amount equal to her Wisdom bonus or Intelligence bonus (whichever is higher)

