

PLAYER Paraphernalia



OLD SCHOOL PALADIN
(PALADIN ARCHETYPE)

#29

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PLAYER PARAPHERNALIA #29

By the Knotty-Works



Welcome to the twenty-ninth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces a new paladin archetype, the old school paladin. Some of the paladins more iconic abilities have been brought back including his ability to protect himself and others from evil and removing diseases. The spirit of the original concepts and powers of this iconic class have been reintroduced and reworked to fit in with the current class structure and provides both a powerful and yet reminiscent archetype for the paladin class.

Old School Paladin (Archetype)

Truly the last bastion of true faith in law and good, the old school paladin stands in the gap to protect the innocent from the schemes and aspirations of evil. Focusing on protection and aid, the old school paladin faces all forms of evil head on, and can be a fearsome foe to both undead and evil outsiders that invade the natural world intent on devouring the innocent. The old school paladin is a true paragon of virtue and chivalry astride is loyal mount while wielding his radiant sword of holiness.

Alignment: Lawful Good

Class Abilities

Aura of Protection (Su): At 1st level the old school paladin may initiate a protective aura about himself as a swift action that functions as the spell [protection from evil](#). The effective caster level of the effect is equal to the old school paladin's class level and he may use this ability a number of times per day equal to 3 plus his Charisma modifier.

At 4th level the old school paladin may confer this protective aura to another ally by touch as a swift action. The old school paladin may only have one aura active at a time and if he initiates a new aura while the previous

one is still active, the previous one immediately ends.

At 10th level the old school paladin may create a [magic circle against evil](#) centered on himself by expending two of his protective aura uses for the day.

This ability replaces the [Smite Evil](#) ability.

Aid of the Righteous (Su): At 2nd level the old school paladin may cast [Diagnose Disease](#) by expending one use of his lay on hands ability. Once he reaches 4th level the old school paladin may cast [Delay Disease](#) or [Remove Sickness](#) by expending two uses of his lay on hands ability. At 6th level the old school paladin may cast [Remove Disease](#) by expending four uses of his lay on hands ability. And at 12th level the old school paladin may cast [Heal](#) once per day by expending six uses of his lay on hands ability. The old school paladin treats his class level as the effective caster level for the effect and each effect requires physical contact with the recipient regardless of the normal range or effect for the spell effect.

This ability replaces the paladin's [Mercy](#) ability.

Aura of Fearsome Might (Su): At 4th level the old school paladin gains the clerical



ability to channel positive energy and the [Turn Away Evil](#)* and [Turn Undead](#) Feats. The old school paladin may only use the channel effect in the cause to empower either of these feats. Activating this ability expends two uses of the old school paladin's lay on hand effects and his effective class level is equal to his paladin level - 3. This ability replaces the paladin's standard [Channel Positive Energy](#) ability.

Loyal Companion (Sp): At 5th level the old school paladin attracts an intelligent and loyal mount, typically a heavy war horse or other applicable mount trained for battle. This functions in all ways as the second option for the paladin's [Divine Bond](#) class ability.

Sword of Righteousness (Su): At 8th level the old school paladin may imbue a chosen masterworks melee weapon with the power of the celestial host with which he is proficient. The weapon initially gains a +1 enhancement bonus, and the bonus increases by +1 every three levels thereafter to a maximum of +5 at 20th level. If the weapon is already magical, the enhancement stacks with it, though the maximum enhancement bonus is +5.

When drawn the weapon sheds radiant light equivalent to a torch, though this effect can be quenched and reignited as a free action. The old school paladin may use the weapon to attempt to dispel a single magical effect by expending three uses of his lay on hands ability, treating the old school paladin's class level as the effective caster level.

At 11th level the old school paladin may sacrifice a +1 bonus to grant the weapon either the [benevolent](#) or [merciful](#) special property. At 14th level the old school paladin may sacrifice a +2 bonus to grant the weapon either [axiomatic](#) or [holy](#) special property. And at 17th level the old school paladin may sacrifice a +3 bonus to gain the [speed](#) special ability. The old school paladin may only gain one effect on the weapon at a time, but he may switch abilities at the beginning of each day or by expending one use of his lay on hands ability as a swift action. If the weapon already possesses the special property chosen, it gains no additional effect from the applied property.

If the old school paladin's chosen weapon is destroyed or lost, he loses this ability for 30 days or until he gains a level, whichever comes first. The old school paladin suffers a -1 penalty

on all attack and damage rolls during the 30 day period as penance for losing the weapon.

This ability replaces the following paladin abilities: [aura of resolve](#), [aura of justice](#), [aura of faith](#), and [aura of righteousness](#).

Holy Champion (Su): At 20th level the old school paladin becomes a true bastion of faith for good and law. The old school paladin's weapon may apply multiple special properties as long as the weapon retains at least a +1 enhancement bonus granted by his [Sword of Righteousness](#) class ability and inherent enhancement bonuses from the sword may not be used to empower special abilities granted from that ability. The old school paladin may [Dispel Evil](#) or [Dispel Chaos](#) as the spell by expending three uses of his aura of protection. And the old school paladin has no limit as to how often he may cast a heal spell on either himself or another through use of his [Aid of Righteous](#) class ability.

This ability replaces the paladin's normal [Holy Champion](#) ability.

New Feats

Extra Aura of Protection

Your faith has been rewarded with the ability to protect yourself or others more often.

Prerequisites: [Aura of Protection](#) class feature

Benefits: You gain two additional uses of the Aura of Protection ability per day. You may take this feat more than once, granting more uses of this ability.

Turn Away Evil (Channeling)

You have been granted the power to turn the most evil of foes away by the power of your faith.

Prerequisites: Good Alignment, [Turn Undead](#)

Benefits: By expending one use of your channel positive energy as a standard action you cause all evil outsiders within 30 feet to flee as if panicked. Those effected are allowed a Will saving throw with a DC equal to 10 + half your class level + your Charisma modifier. Creatures with less hit dice than your class level flee for 1 minute while those with hit dice greater than or equal to your class level are allowed a new saving throw to end the effect. When you use your channel energy for this effect it confers no other effect.

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