

[illegible]

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Save DC	Level	Spells/day	Bonus Spells
13	1	0	1

Typical Spells:

Level 1: *Cure Light Wounds*

Miniature Unlock: Might of the Flame

Miniature: Half-Orc Paladin (UNDERDARK 6/60)

You may spend one action point per day to gain an additional use of the Smite Evil ability

Feats: Silve Smite--When you use your smite evil ability you channel the power of the Silver Flame, dealing an additional 1d6 points of sacred damage to the opponent you smite. The fire is silvery in appearance but does not burn.