

Kismet's Paladin (Pathfinder)

The paladin is the same as that found in the *Pathfinder Core Rulebook* except as follows:

Divine weapon access: Paladins are considered proficient with their deity's favored weapon, regardless of its category.

Domain access: Instead of taking Mercy at 6th level (and every 3 levels thereafter), the paladin can choose to gain access to one of her deity's domains. If she already has access to domains through another class, this domain is new and additional to her prior repertoire. The paladin benefits from the domain's powers and obtains one domain spell slot for each level of paladin spell she can cast, from 1st on up. If a domain spell is not on the paladin spell list, a paladin can only prepare it in her domain spell slot.

Strike of the deity: At 7th level, the paladin gains the Weapon Focus feat for her deity's favored weapon. In addition, her deity's favored weapon is always considered magical when in the paladin's hands, even if it has not received magical enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the paladin wields it.

Celestial Companion (Sp): Instead of developing a divine bond at 5th level, a paladin can choose to gain the service and friendship of an outsider who is sympathetic to her cause (usually drawn from the ranks of angels, archons, kami, elementals, or mephits; see the chart below. Companions may never have an alignment that is diametrically opposed to the paladin's). At 7th level and every other level thereafter, the paladin can release her current companion and pray for a new one of a different type, so long as her deity is willing to intervene and she is powerful enough to draw that kind of help. She can never have more than one celestial companion at a time.

Once per day, as a full-round action, a paladin may magically call her companion to her side as a spell of a level equal to one-third the paladin's level. The companion immediately appears adjacent to the paladin and remains for half an hour per paladin level or until dismissed. A companion will act on the paladin's turn and will generally do as it is asked but has its own will and abilities and can act independently. A paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

Should the paladin's companion die, the paladin may not summon another companion for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls. A paladin who seems like she is about to breach her code of conduct in front of her companion will receive a gentle warning, but a companion will never override the paladin's wishes. If the paladin should fall from grace while her companion is present, it will immediately consider their bargain null and void and will attack the paladin.

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Paladin lvl; (companion CR)	Angel	Archon	Kami	Elemental	Mephit
5-6 (2)	Cassian	Harbinger, Lantern	Shikigami		Any
7-8 (3)		Spyglass	Fukujin	Medium Elemental, Large Quasi-Elemental	
9-10 (4)	Dapsara, Iophanite	Hound, Stag			
11-12 (5)		Codex	Kodama	Large Elemental, Huge Quasi- Elemental	
13-14 (6)	Choral				
15-16 (7)		Legion	Dosojin	Huge Elemental, Greater Quasi- Elemental	
17-18 (8)	Balisse				
19-20 (9)				Greater Elemental, Elder Quasi- Elemental	