CHOSEN ONE			DELAYED SMITE EVIL									
CHOSEN ONE			FOEC		ELAYED	SMITE EVIL						
Chaoric	(PALADIN)	Paladin Level	PER DAY	Pala Lev		) +	c T	Foes oday	11 Fa	miliar n onuses f		receive
N. Tar	Level - 3 -	Level	ATTACK	(	ouna up)		DEFLECTI	ON			,.	
•	DIVINE EMISSAF	RY	BONUS		Misc		BONUS	_		M	isc	
Gain an emissary familiar, treating paladin level as wizard level.			+	= CHA	+		+ AC	=	CHA	+		
Name			A successfu	Smiting damage bonus applies double for the first successful strike against evil outsiders,								
Creature Type			DAMACE				evil dragons and the undead.  EVIL DAMAGE Paladin					
RELIGIOUS MENTOR			BONUS	Paladin Level	Misc		BONUS	_	Leve			Misc
Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.			+	=	+		+	= (		×	2)+	
TRUE FORM Familiar transforms into outsider improved familiar, with the			I AV ON HANDS									
change shape universal monster ability to change into original			USES Paladin									
form	or true form at will.  DETECT EVIL			R DAY	Level			Mis	SC			Today
As a move action, detect evil in one creature or item within 60ft.				= (		÷ 2 ) +	CHA -	+		[		
Does no	t detect any other evil auras nearby.		Level		(Round d	down)		LAY	ON PAV			
×	AURA	Ĭ.	2 HE	ALING	` Paladin	,			iar may al			
Level	AURA OF COURAGE Immune to fear effects including ma	aio	HI	T POINTS	Level	,	Misc		ling all Mo ses of the			
3	Allies within 10ft get +4 to saves aga	-		<sub>d6</sub> = (		÷ 2 ) -	l-		s. At 4th length of the second			
Level	AURA OF RESOLVE				(Round d	down)			ses of La			001 01
8	Immune to charm effects including magic.  Allies within 10ft get +4 to saves against charm effects.		MERCIES	1								
AURA OF JUSTICE		anist charm effects.	Level									
Level			3									
11			6									
Level	AURA OF FAITH Weapons considered Good aligned fo	or overcoming DR.	9									
Level	AURA OF RIGHTEOUSNESS  Gain damage reduction 5/evil.  Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effects.		12									
17			15									
7	DIVINE HEALTH		18									
Level			PREPARED SPELLS									
3	Immune to all diseases including magic.											
*	DELAYED GRAC	E					1 000					
Level	CHA Bonus to all saving throws							]				
4	CHANNEL POSITIVE E	NERGY						1				
Level							2 000					
4	Channelling positive energy uses up uses of Lay On Hands.	two of today's										
ENERG	i diddiii											
ROLL Level $\div 2$ $+$							000					
							3					
WILL	Dalad:	(Round up) Paladin										
SAVE DC  = 10 + ( ÷ 2) + CHA  (Round down)												
							4					
×	SPELLS						HAMPIO	N				,
	pell Spells Bas e DC per day Spel	e + Bonus Spells Is + CHA		rease damage redu using Smite Evil to			ider, that outs	ider is sı	ubject to I	Banishm	nent.	

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3

4 Spell Save DC = 10 + CHA + Spell Level Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

20 The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.