	CHOCEN ONE	DELAYED SMITE EVIL
	CHOSEN ONE	
edap 🔷 🤇	Paladin Level	PER DAY Level Misc Today Familiar may also receive bonuses from Smite Evil
CHAOTIC	(PALADIN) Paladin - 3 = Caster Level	(Round up) whenever Chosen One uses that ability. ATTACK DEFLECTION
×	DIVINE EMISSARY	BONUS Misc BONUS Misc
	emissary familiar, treating paladin level as wizard level.	+ = CHA + + AC = CHA +
Name		A successful strike with smite evil Smiting damage bonus applies double for the bypasses damage reduction. Smiting damage bonus applies double for the first successful strike against evil outsiders,
Creature	е Туре	evil dragons and the undead.
RELIG	HOUS MENTOR	DAMAGE Paladin BONUS Level Misc BONUS Level Misc
(religi	iar is treated as having as many ranks in Knowledge ion) equal to the Chosen One's paladin level.	+ = + + = (× 2) +
	FORM iar transforms into outsider improved familiar, with the	LAY ON HANDS
chang	e shape universal monster ability to change into original or true form at will.	USES Paladin
×	DETECT EVIL	PER DAY Level Misc Uses Today
	ove action, detect evil in one creature or item within 60ft.	= (÷ 2) + CHA +
Does no	ot detect any other evil auras nearby. AURA	Level (Round down) LAY ON PAWS 2 HEALING Paled in Familiar may also use Lay On Hands,
Level	AURA OF COURAGE	HIT POINTS Level Mice including all Mercies, but this expends
3	Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.	two uses of the Chosen One's Lay On Hands. At 4th level, familiar may also channel positive energy at the cost of
Level	AURA OF RESOLVE	(Round down) four uses of Lay On Hands.
8	Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	MERCIES Level
Level	AURA OF JUSTICE	3
11	Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.	6
Level 14	AURA OF FAITH Weapons considered Good aligned for overcoming DR.	9
	AURA OF RIGHTEOUSNESS	12
Level 17	Gain damage reduction 5/evil. Immune to compulsion effects including magic.	15
×	Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH	18
Level	Immune to all diseases including magic.	PREPARED SPELLS
3		
Level	DELAYED GRACE	11
4	CHA Bonus to all saving throws	
×	CHANNEL POSITIVE ENERGY	
Level	Channeling positive energy uses up two of today's	2
4 ENERG	uses of Lay On Hands. Y Paladin	
ROLL	Level Misc	
	d6 = (÷ 2) +	3
	(Round up)	
WILL SAVE I	Paladin DC Level	
	= 10 + (÷ 2) + CHA	<u>4</u> <u>000</u>
	(Round down)	
SPELLS HOLY CHAMPION		
	pell Spells = Base + Bonus Spells e DC per day = Spells + CHA	Increase damage reduction to 10/evil. Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

Spells

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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.