DELAYED SMITE EVIL CHOSEN ONE FOES Paladin **EMISSARY'S SMITE** PER DAY Level Misc Paladin Today Familiar may also receive Level 11 = (÷ 3 bonuses from Smite Evil (PALADIN) whenever Chosen One uses Paladin Caster (Round up) that ability. - 3 = Level Level ATTACK DEFLECTION **BONUS** BONUS **DIVINE EMISSARY** Misc Misc Gain an emissary familiar, treating paladin level as wizard level + +Name A successful strike with smite evil Smiting damage bonus applies double for the first successful strike against evil outsiders. bypasses damage reduction Creature Type evil dragons and the undead. DAMAGE **EVIL DAMAGE** Paladin Paladin BONUS **RELIGIOUS MENTOR BONUS** Misc Misc Level Familiar is treated as having as many ranks in Knowledge + + = (religion) equal to the Chosen One's paladin level. TRUE FORM LAY ON HANDS Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original USES Paladin form or true form at will. Uses Today PER DAY Level Misc **DETECT EVIL** ÷ 2 As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby Level (Round down) LAY ON PAWS AURA 2. Familiar may also use Lay On Hands, **HEALING** Paladin including all Mercies, but this expends **AURA OF COURAGE** HIT POINTS Level Misc Level two uses of the Chosen One's Lay On Immune to fear effects including magic. 3 Hands. At 4th level, familiar may also d6 Allies within 10ft get +4 to saves against fear effects channel positive energy at the cost of four uses of Lay On Hands. **AURA OF RESOLVE** (Round down) Level Immune to charm effects including magic. 8 **MERCIES** Allies within 10ft get +4 to saves against charm effects. Level AURA OF IUSTICE 3 Level Spend two uses of Smite Evil to grant allies the ability to 11 smite evil. The bonus lasts 1 minute, but must be used in 6 the first round. Level **AURA OF FAITH** 9 14 Weapons considered Good aligned for overcoming DR. 12 **AURA OF RIGHTEOUSNESS** Level Gain damage reduction 5/evil. 15 17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. 18 **DIVINE HEALTH** PREPARED SPELLS Level Immune to all diseases including magic 3 DELAYED GRACE 1 Level Bonus to all 4 saving throws CHANNEL POSITIVE ENERGY 2 Level Channelling positive energy uses up two of today's 4 uses of Lay On Hands. ENERGY Paladin Misc Level 3 d6 (Round up) WILL Paladin SAVE DC Level ппг (Round down)

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SPELLS

Base

Spells

+

Bonus Spells

Spells

per day

1

3

Spell Save DC = 10 + CHA + Spell Level

Spell

Save DC

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.

Increase damage reduction to 10/evil.

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

HOLY CHAMPION