

CHOSEN ONE

OF



(PALADYN)

Poziom Paladyna - 3 = Poziom Czarującego

Poziom Paladyna

DIVINE EMISSARY

Gain an emissary familiar, treating paladin level as wizard level.

Imię

Typ Potwora

RELIGIOUS MENTOR

Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.

TRUE FORM

Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original form or true form at will.

WYKRYCIE ZŁA

As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby.

AURA

AURA ODWAGI

Poziom 3 Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.

AURA DETERMINACJI

Poziom 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.

AURA SPRAWIEDLIWOŚCI

Poziom 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.

AURA WIARY

Poziom 14 Weapons considered Good aligned for overcoming DR.

AURA PRAWOŚCI

Poziom 17 Zyskuje redukcję obrażeń 5/zło. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Poziom 3 Immune to all diseases including magic.

DELAYED GRACE

Poziom 4 Premia do wszystkich rz. obr.

CHANNEL POSITIVE ENERGY

Poziom 4 Kierunkowanie pozytywnej energii zużywa 2 Nakładania Rąk

ENERGIA RZUT

$$\boxed{} k6 = \left(\frac{}{} \div 2 \right) + $$

(Zaokrąglane w górę)

WOLA

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$$

(Zaokrąglane w dół)

CZARY

| ST Rzutu Obronnego | Czary Dziennie | Czary Bazowe | Czary Premiowe CHA |
|--------------------|----------------|--------------|--------------------|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

ST Rz. Obr. = 10 + CHA + Poziom Czaru

DELAYED SMITE EVIL

WROGOWIE NA DZIEŃ

$$\boxed{} = \left(\frac{}{} \div 3 \right) + $$

(Zaokrąglane w górę)

ATAK PREMIA

$$+ \boxed{} = \text{CHA} + $$

ODBICIE PREMIA

$$+ \text{KP} = \text{CHA} + $$

Udane ugodzenie zła ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

OBRAŻENIA PREMIA

$$+ \boxed{} = + $$

ZŁE OBRAŻENIA PREMIA

$$+ \boxed{} = \left(\times 2 \right) + $$

NAKŁADANIE RĄK

UŻYCIA NA DZIEŃ

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $$

(Zaokrąglane w dół)

Użycia Dzisiaj
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Poziom 2

LECZENIE PW

$$\boxed{} k6 = \left(\frac{}{} \div 2 \right) + $$

(Zaokrąglane w dół)

LAY ON PAWS

Familiar may also use Lay On Hands, including all Mercies, but this expends two uses of the Chosen One's Lay On Hands. At 4th level, familiar may also channel positive energy at the cost of four uses of Lay On Hands.

ŁASKI

Poziom

3

6

9

12

15

18

PRZYGOTOWANE CZARY

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ŚWIĘTY CZEMPION

Increase damage reduction to 10/evil.

Poziom

20

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.

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