CHOSEN ONE	DELAYED SMITE EVIL
OF Paladin Level (PALADIN) Paladin Level Level Paladin Level Paladin Level	FOES Paladin Level Misc Foes Today = (÷ 3) + Level Familiar may also receive bonuses from Smite Evil whenever Chosen One uses that ability.
	ATTACK DEFLECTION BONUS Misc BONUS Misc
Gain an emissary familiar, treating paladin level as wizard level.	+ = CHA + + PK = CHA +
Name	
Creature Type	A successful strike with smite evil bypasses damage reduction. Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.
RELIGIOUS MENTOR Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.	DAMAGE BONUS Paladin Level Misc EVIL DAMAGE Paladin Level Misc + = + = (x 2) +
TRUE FORM Familiar transforms into outsider improved familiar, with the	LAY ON HANDS
change shape universal monster ability to change into original form or true form at will. DETECT EVIL As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby.	USES Paladin Level
AURA Level AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.	Paladin Level Misc 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
AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	(Naar beneden afgerond) four uses of Lay Un Hands. MERCIES Level
Level 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 AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR.	9
AURA OF RIGHTEOUSNESS	12
Level Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic.	15
Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH	18
Level	PREPARED SPELLS
3 Immune to all diseases including magic.	
DELAYED GRACE	1 <u></u>
4 CHA Bonus to all saving throws	
CHANNEL POSITIVE ENERGY	
Level Channelling positive energy uses up two of today's uses of Lay On Hands.	2 000
4 uses of Lay On Hands. ENERGY Paladin	
ROLL Level Misc	
d6 = (÷ 2) +	3
(Naar boven afgerond) WILL Paladin	
SAVE DC Paladin Level	
$= 10 + (\div 2) + CHA$	4 000
(Naar beneden afgerond)	
SPELLS ,	HOLY CHAMPION
Chall Challe Basis Bonus Challe	Increase damage reduction to 10/evil.

Bonus Spells

Basis Spreuken

Spells

per day

2

3

4 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.

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