CHOSEN ONE
OF

(PALADIN)

Paladin Level - 3 = Caster Level

Paladin Level

DIVINE EMISSARY

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

Name

Creature Type

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.

DETECT EVIL

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

AURA

Level 3 — **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level 8 — **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level 11 — **AURA OF JUSTICE**
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.

Level 14 — **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Level 17 — **AURA OF RIGHTEOUSNESS**
Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level 3 — Immune to all diseases including magic.

DELAYED GRACE

Level 4 — CHA — Bonus to all saving throws

CHANNEL POSITIVE ENERGY

Level 4 — Channeling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL: d6 = (Paladin Level ÷ 2) + Misc (Round up)

WILL SAVE DC: = 10 + (Paladin Level ÷ 2) + CHA (Round down)

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells CHA
	1			
	2			
	3			
	4			

Spell Save DC = 10 + CHA + Spell Level

DELAYED SMITE EVIL

FOES PER DAY: = (Paladin Level ÷ 3) + Misc (Round up)

Foes Today

Level 11 — **EMISSARY'S SMITE**
Familiar may also receive bonuses from Smite Evil whenever Chosen One uses that ability.

ATTACK BONUS: + = CHA + Misc

DEFLECTION BONUS: + AC = CHA + Misc

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.

DAMAGE BONUS: + = Paladin Level + Misc

EVIL DAMAGE BONUS: + = (Paladin Level × 2) + Misc

LAY ON HANDS

Level 2

USES PER DAY: = (Paladin Level ÷ 2) + CHA + Misc (Round down)

Uses Today

HEALING HIT POINTS: d6 = (Paladin Level ÷ 2) + Misc (Round down)

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.

MERCIES

Level 3

6

9

12

15

18

PREPARED SPELLS

1

2

3

4

HOLY CHAMPION

Level 20
Increase damage reduction to 10/evil.
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.