CHOSEN ONE	DELAYED SMITE EVIL
Paladin Level  (PALADIN)  Paladin Level   Caster Level  DIVINE EMISSARY	FOES PER DAY    Comparison of the period of
Gain an emissary familiar, treating paladin level as wizard level.	+ = CHA + + AC = CHA +
Name	- CIA - CIA -
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.  TRUE FORM	DAMAGE BONUS Paladin Level Misc  + = +
Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original	LAY ON HANDS
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 PER DAY    See Today
AURA  Level 3  AURA OF COURAGE  Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.  AURA OF RESOLVE	Level    Cound down   Cound dow
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	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
Level Gain damage reduction 5/evil.  17 Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effects.	12 15
DIVINE HEALTH	18
Level Immune to all diseases including magic.	PREPARED SPELLS
3	
Level Bonus to all	1 000 000
saving throws  CHANNEL POSITIVE ENERGY	
Level Channeling positive energy uses up two of today's	
4 uses of Lay On Hands.	
ENERGY Paladin ROLL Level Misc	
d6 = ( ÷ 2 ) +	3
(Round up)	
WILL Paladin SAVE DC Level	
= 10 + ( ÷ 2 ) + CHA	
(Round down)	
SPELLS	HOLY CHAMPION

Increase damage reduction to 10/evil.

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.

2

Base +

Spells

Bonus Spells

Spells

per day

3

4 Spell Save DC = 10 + CHA + Spell Level

Spell Save DC