

# CHOSEN ONE

## DER DOMÄNE



### (PALADIN)

Paladin-  
stufe - 3 =

Paladin-  
stufe

Zauber-  
stufe

## DETECT EVIL

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

## DELAYED GRACE

Stufe  
4

CH

Bonus to all  
saving throws

## AURA

Stufe  
3

### AURA OF COURAGE

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

Stufe  
8

### AURA OF RESOLVE

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

Stufe  
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.

Stufe  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Stufe  
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

Stufe  
3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Stufe  
4

Positive Energie fokussieren verbraucht zwei  
Anwendungen des Handauflegens

### ENERGIE WURF

Paladin-  
stufe

Sonst. Mod.

W6

= (  $\div 2$  ) +

(aufrunden)

### WIL SAVE DC

Paladin-  
stufe

= 10 + (  $\div 2$  ) + CH

(abrunden)

## DIVINE EMISSARY

Stufe  
1

Gain an emissary familiar, treating paladin level as  
wizard level for that purpose.

Name Art

### 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.

## ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+ Bonuszauber  
CH

1

2

3

4

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

= CH +

Zauber-  
stufe

## DELAYED SMITE EVIL

### GEGNER PRO TAG

Paladin-  
stufe

Sonst. Mod.

Gegner  
Heute

Stufe

### EMISSARY'S SMITE

Familiar may also receive  
bonuses from Smite Evil  
whenever Chosen One uses  
that ability.

### ANGRIFF BONUS

Sonst. Mod.

+ =

CH

### ABLENKUNG BONUS

Sonst. Mod.

+ RK =

CH

Ein erfolgreicher Angriff mit Böses niederstrecken  
umgeht jedwede Schadensreduzierung

Beim ersten niederstreckenden Angriff gegen einen bösen Externar,  
bösen Drachen oder Untoten  
wird der Bonus Böses niederstrecken verdoppelt

### SCHADEN BONUS

Paladin-  
stufe

Sonst. Mod.

+ =

### SCHADEN GEGEN BÖSES

Paladin-  
stufe

Sonst. Mod.

+ =

CH

## HANDAUFLEGEN

### ANZAHL PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute verwendet

= (  $\div 2$  ) +

CH

Stufe

2

### HEILT HIT POINTS

Paladin-  
stufe

Sonst. Mod.

W6 = (  $\div 2$  ) +

(abrunden)

### 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.

### GNADEN

Stufe

3

6

9

12

15

18

## VORBEREITETE ZAUBER

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## HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe

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.