

CHOSEN ONE

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

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

Level 4 **CHA** Bonus to all saving throws

AURA

AURA OF COURAGE

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

AURA OF RESOLVE

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

AURA OF JUSTICE

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.

AURA OF FAITH

Level 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level 17 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.

CHANNEL POSITIVE ENERGY

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

ENERGIA ROLAGEM

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

VONTADE CD DE RESISTÊNCIA

Paladin Level = 10 + (÷ 2) + **CHA** (Round down)

DIVINE EMISSARY

Level 1 Gain an emissary familiar, treating paladin level as wizard level for that purpose.

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.

SPELLS

Spell Save DC	Spells per day	Base Spells	+ Bonus Spells CHA
1	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

DELAYED SMITE EVIL

FOES PER DAY

Paladin Level Misc = (÷ 3) + (Round up)

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 Misc = (× 2) +

LAY ON HANDS

USOS PER DAY

Paladin Level Misc = (÷ 2) + **CHA** + (Round down)

Uses Today

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HEALING HIT POINTS

Paladin Level Misc d6 = (÷ 2) + (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

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Level 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.