CHOSEN ONE	DELAYEL	SMITE EVIL
Paladin Level (PALADIN)	PER DAY PER DAY PER DAY Peladin Level Mi	sc Foes Today Level Familiar may also receive bonuses from Smite Evil whenever Chosen One uses
Paladin Level - 3 = Caster Level	(Round up)	that ability.
DETECT EVIL	ATTACK BONUS Misc	DEFLECTION BONUS Misc
As a move action, detect evil in one creature or item within 60ft.	+ = CHA +	+ AC = CHA +
Does not detect any other evil auras nearby.		AC - CIIA
DELAYED GRACE	A successful strike with smite evil	Smiting damage bonus applies double for the
Level CHA Bonus to all saving throws	bypasses damage reduction.	first successful strike against evil outsiders, evil dragons and the undead.
AURA AURA OF COURAGE	DAMAGE Paladin BONUS Level Misc	EVIL DAMAGE BONUS Paladin Level Misc
3 Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.	+ =+	+ = (×2) +
Level AURA OF RESOLVE Immune to charm effects including magic.		N HANDS
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. AURA OF JUSTICE Level Spend two uses of Smite Evil to grant allies the ability to	USES Paladin PER DAY Level = (÷ 2)	Misc Uses Today
smite evil. The bonus lasts 1 minute, but must be used in the first round.	Level (Round down)	LAY ON PAWS
Level AURA OF FAITH	2 HEALING Paladin	Familiar may also use Lay On Hands,
14 Weapons considered Good aligned for overcoming DR.	HIT POINTS Level	Misc including all Mercies, but this expends two uses of the Chosen One's Lay On
AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	d6 = (÷ 2)	+ Hands. At 4th level, familiar may also channel positive energy at the cost of
17 Immune to compulsion effects including magic.	(Round down)	four uses of Lay On Hands.
Allies within 10ft get +4 to saves against charm effects.	MERCIES Level	
Level DIVINE HEALTH	3	
3 Immune to all diseases including magic.	6	
CHANNEL POSITIVE ENERGY		
Level Channelling positive energy uses up two of today's	9	
4 uses of Lay On Hands. ENERGY Paladin	12	
ROLL Level Misc	15	
uo (18	
WILL Paladin	PREPAI	RED SPELLS
SAVE DC Level		
= 10 + (÷ 2) + CHA		1 000
(Round down)		
Level Gain an emissary familiar, treating paladin level as	000	
wizard level for that purpose.		2
Name Creature Type		
RELIGIOUS MENTOR Familiar is treated as having as many ranks in Knowledge		3
(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.		4
SPELLS .		000
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	HOLY	CHAMPION
1	Increase damage reduction to 10/evil. Level 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.	
4 Spell Save DC = 10 + CHA + Spell Level		

= CHA + Caster Level

Concentration