

CHOSEN ONE

OF



(PALADIN)

Nível de Paladino - 3 =

Nível de Paladino

Conjurador Nível

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

Nível 4

CAR

Bonus to all saving throws

AURA

Nível 3

AURA OF COURAGE

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

Nível 8

AURA OF RESOLVE

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

Nível 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.

Nível 14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nível 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

Nível 3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Nível 4

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

ENERGIA ROLAGEM

Nível de Paladino

Outros

$$d6 = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{Outros}$$

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

$$= 10 + \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{CAR}$$

(Arredonda para Baixo)

DIVINE EMISSARY

Nível 1

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

Nome

Tipo da Criatura

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.

MAGIAS

Teste de Resistência CD = Magias por dia = Base Magia + Bonus Spells CHA

1			
2			
3			
4			

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração = CAR + Conjurador Nível

DELAYED SMITE EVIL

FOES PER DAY

Nível de Paladino

Outros

Foes Today

Nível

$$\text{Foes Today} = \left(\frac{\text{Nível de Paladino}}{3} \right) + \text{Outros}$$

(Arredonda para Cima)

ATTACK BONUS

Outros

$$+ \text{CAR} = \text{Outros}$$

DEFLECTION BONUS

Outros

$$+ \text{CA} = \text{CAR} + \text{Outros}$$

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

Nível de Paladino

Outros

$$+ = \text{Nível de Paladino} + \text{Outros}$$

EVIL DAMAGE BONUS

Nível de Paladino

Outros

$$+ = \left(\frac{\text{Nível de Paladino}}{2} \right) \times 2 + \text{Outros}$$

LAY ON HANDS

USOS POR DIA

Nível de Paladino

Outros

$$\text{USOS POR DIA} = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{CAR} + \text{Outros}$$

(Arredonda para Baixo)

Nível 2

HEALING HIT POINTS

Nível de Paladino

Outros

$$d6 = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{Outros}$$

(Arredonda para Baixo)

Hoje

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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

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Nível

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.