

CHOSEN ONE

OF



(PALADIN)

Poziom Paladyna - 3 = Poziom Czarującego

Poziom Paladyna

Poziom Czarującego

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

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

AURA

Poziom 3 **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Poziom 8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Poziom 11 **AURA SPRAWIEDLIWOŚCI**
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.

Poziom 14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Poziom 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

Poziom 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Poziom 4 Kierunkowanie pozytywnej energii zużywa 2 Nakładania Rąk

ENERGIA RZUT
Poziom Paladyna Inne
 $k6 = (\dots \div 2) + \dots$
(Zaokrąglane w górę)

WOLA ST Rz. Obr
Poziom Paladyna
 $= 10 + (\dots \div 2) + \text{CHA}$
(Zaokrąglane w dół)

DIVINE EMISSARY

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

Imię Typ Potwora

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.

CZARY

ST Rzutu Obronnego	Czary na dzień	Czary Bazowe	Premiowe Czary CHA
1			
2			
3			
4			

ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja $= \text{CHA} + \dots$ Poziom Czarującego

DELAYED SMITE EVIL

WROGOWIE NA DZIEŃ
Poziom Paladyna Inne
 $= (\dots \div 3) + \dots$
(Zaokrąglane w górę)

Wrogowie Dzisiaj
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Poziom 11 **EMISSARY'S SMITE**
Familiar may also receive bonuses from Smite Evil whenever Chosen One uses that ability.

ATAK PREMIA

$+ \dots = \text{CHA} + \dots$ Inne

ODBICIE PREMIA

$+ \text{KP} = \text{CHA} + \dots$ Inne

Udane ugodzenie zła ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

OBRAŻENIA PREMIA

$+ \dots = \dots + \dots$ Poziom Paladyna Inne

ZŁE OBRAŻENIA PREMIA

$+ \dots = (\dots \times 2) + \dots$ Poziom Paladyna Inne

NAKŁADANIE RĄK

UŻYCIA NA DZIEŃ
Poziom Paladyna Inne
 $= (\dots \div 2) + \text{CHA} + \dots$
(Zaokrąglane w dół)

Użycia Dzisiaj
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Poziom 2

LECZENIE PW

$k6 = (\dots \div 2) + \dots$ Poziom Paladyna Inne
(Zaokrąglane w dół)

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.

ŁASKI

Poziom 3

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PRZYGOTOWANE CZARY

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Poziom 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.