

CHOSEN ONE

DER DOMÄNE



(PALADIN)

Paladin-
stufe - 3 =

Paladin-
stufe

Zauber-
stufe

BÖSES ENTDECKEN

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 auf alle
Rettungswürfe

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.

AURA OF RIGHTEOUSNESS

Stufe

17

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.

W6

= ($\div 2$) +

(aufrunden)

WIL
SAVE DC

Paladin-
stufe

= 10 + ($\div 2$) +

(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
CHA

1

2

3

4

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

Konzentration

= CH +

Zauber-
stufe

DELAYED SMITE EVIL

GEGNER
PRO TAG

Paladin-
stufe

Sonst.

Gegner
Heute

Stufe

11

EMISSARY'S SMITE

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

ANGRIFF
BONUS

Sonst.

ABLENKUNG
BONUS

Sonst.

+ =

CH

+

+ 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.

SCHADEN GEGEN BÖSES
BONUS

Paladin-
stufe

Sonst.

+ =

+

+ = (

$\times 2$) +

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst.

Heute verwendet

= ($\div 2$) +

CH

+

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonst.

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.