

ZAPRZYSIĘŻONY PALADYN



OF

Poziom Paladyna

Poziom Paladyna - 3 = Poziom Czarującego

WYKRYCIE ZŁA

As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby.

BOSKA ŁASKA

Poziom 2 **CHA** Premia do wszystkich rz. obr.

AURA

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

Poziom 8 **AURA DETERMINACJI**
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 WIARY**
Weapons considered Good aligned for overcoming DR.

Poziom 17 **AURA PRAWOŚCI**
Zyskuje redukcję obrażeń 5/zło
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 = ($\div 2$) + (Zaokrąglane w górę)

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

BOSKA WIEŻ

Poziom 5 ☐ SPECJALNY WIERZĄCY ☐ WŁASNA BROŃ Imię

Rodzaj ☐ Przywołań Dziś

Wzmocnienia

CZARY

ST Rzutu Obronnego	Czary Dziennie	= Czary Bazowe + Czary Premiowe CHA	
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ST Rz. Obr. = 10 + CHA + Poziom Czaru

Koncentracja **CHA** + Poziom Czarującego

Oath of Loyalty

VOW

CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LOYAL OATH

ALLIES PER DAY Poziom Paladyna Inne **Allies Today**
CHA = ($\div 3$) + (Zaokrąglane w górę) ☐☐☐☐

CHA Bonus on all saving throws and armour class granted to chosen ally when adjacent. Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Poziom 8 When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

NAKŁADANIE RĄK

UŻYCIA NA DZIEŃ Poziom Paladyna Inne **Użycia Dzisiaj**
CHA = ($\div 2$) + **CHA** + ☐☐☐☐☐☐☐☐☐☐

LECZENIE PW Poziom Paladyna Inne **k6** = ($\div 2$) + (Zaokrąglane w dół)

Poziom **ŁASKI**
3 12
6 15
9 18

PRZYGOTOWANE CZARY

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ŚWIĘTY CZEMPION

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.