WARRIOR OF THE HOLY LIGHT

OF

(PALADIN)

Уровень Паладина

DETECT EVIL

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

DIVINE GRACE

Уровень 2 — CHA — Bonus to all saving throws

AURA

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

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

Уровень 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.

Уровень 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

Уровень 3 — Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Уровень 4 — Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL ____ d6 = (Уровень Паладина ____ ÷ 2) + Прочее ____ (Округлять вверх)

WILL SAVE DC ____ = 10 + (Уровень Паладина ____ ÷ 2) + CHA ____ (Округлять к меньшему)

DIVINE BOND

Уровень 5 — ☐ **SPECIAL MOUNT** ☐ **BONDED WEAPON**

Имя

Тип ☐ Summoned Today

Enhancements

SHINING LIGHT

Уровень 14 — Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.
Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.
A reflex save negates the blindness and halves the damage.

DAMAGE / HEALING ____ d6 = Уровень Паладина ____ ÷ 2 (Округлять к меньшему)

REFLEX SAVE DC ____ = 10 + (Уровень Паладина ____ ÷ 2) + CHA ____ (Округлять к меньшему)

Уровень 17 — Twice per day
Уровень 20 — Thrice per day

SMITE EVIL

FOES PER DAY ____ = (Уровень Паладина ____ ÷ 3) + Прочее ____ (Округлять вверх)

Foes Today ☐☐☐ ☐☐☐

ATTACK BONUS + ____ = CHA ____ + Прочее ____

DEFLECTION BONUS + КЗ = CHA ____ + Прочее ____

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 + ____ = Уровень Паладина ____ + Прочее ____

EVIL DAMAGE BONUS + ____ = (Уровень Паладина ____ × 2) + Прочее ____

LAY ON HANDS

USES PER DAY ____ = (Уровень Паладина ____ ÷ 2) + (Уровень Паладина ____ ÷ 4) + CHA ____ + Прочее ____
(Округлять к меньшему) (Округлять к меньшему)

Уровень 2 — **HEALING HIT POINTS** ____ d6 = (Уровень Паладина ____ ÷ 2) + Прочее ____
(Округлять к меньшему)

Использовано сегодня ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

MERCIES

Уровень 3

6

9

12

15

18

POWER OF FAITH

Уровень	Aura Radius	Бонус Боевого духа	Ability Damage Healing	Energy Resistance	Avoid Critical Hits
4	30ft	+1			
8			1d4		
12				10	
16					25%
20	60ft	+2	2d4	20	50%

As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack, damage and saving thows against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed critical hits into normal hits.

HOLY CHAMPION

Уровень 20 — Increase damage reduction to 10/evil.
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.