

SHINING KNIGHT

OF



(PALADIN)

Уровень Паладина - 3 = Уровень Заклинателя

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

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.

SKILLED RIDER

Уровень **3** Take no armour check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

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

ENERGY ROLL
Уровень Паладина Прочее
 $d6 = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$
(Округлять вверх)

WILL SAVE DC
Уровень Паладина **CHA**
 $10 + \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA}$
(Округлять к меньшему)

DIVINE BOND

Уровень **5** **SPECIAL MOUNT**
Имя
Тип ☐ Summoned Today
Enhancements

Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация $\text{CHA} + \text{Уровень Заклинателя}$

SMITE EVIL

FOES PER DAY
Уровень Паладина Прочее Foes Today
 $\text{FOES PER DAY} = \left(\frac{\text{Уровень Паладина}}{3} \right) + \text{Прочее}$
(Округлять вверх)

ATTACK BONUS
Прочее
 $+ \text{CHA} + \text{Прочее}$

DEFLECTION BONUS
Прочее
 $+ K3 = \text{CHA} + \text{Прочее}$

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
 $+ \text{Уровень Паладина} + \text{Прочее}$

EVIL DAMAGE BONUS
Уровень Паладина Прочее
 $+ \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$

LAY ON HANDS

USES PER DAY
Уровень Паладина Прочее
 $\text{USES PER DAY} = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA} + \text{Прочее}$
(Округлять к меньшему)

Использовано сегодня ☐☐☐☐☐☐☐☐☐☐

Уровень **2** **HEALING HIT POINTS**
Уровень Паладина Прочее
 $d6 = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$
(Округлять к меньшему)

MERCIES

Уровень **3** **12**

6 **15**

9 **18**

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.
If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

WILL SAVE DC
Уровень Паладина
Уровень **11** $10 + \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA}$

DURATION
Уровень Паладина
 $\text{rds} = \frac{\text{Уровень Паладина}}{2}$

HOLY CHAMPION

Increase damage reduction to 10/evil.

Уровень **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.