

HOSPITALER



(PALADIN)

Уровень
Паладина

Уровень
Паладина - 3 = Уровень
Заклинателя

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 HEALING**
Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make an extra saving throw against curses, disease or poison.

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.

DIVINE HEALTH

Уровень **3** Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Уровень **4** Уровень Жреца = Уровень Паладина - 3

CHANNEL PER DAY
Прочее Today
 $\square\square\square\square$
 $\square\square\square\square$
 $\square\square\square\square$
 $\square\square\square\square$

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

WILL SAVE DC Уровень Жреца Прочее
 $\square\square\square\square$ = $10 + \left(\frac{\square\square\square\square}{2} \right) + \text{CHA}$
(Округлять к меньшему)

DIVINE BOND

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

Тип ☐ Summoned Today

Enhancements

Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
$\square\square\square\square$	1	$\square\square\square\square$	$\square\square\square\square$
$\square\square\square\square$	2	$\square\square\square\square$	$\square\square\square\square$
$\square\square\square\square$	3	$\square\square\square\square$	$\square\square\square\square$
$\square\square\square\square$	4	$\square\square\square\square$	$\square\square\square\square$

КС спаса заклинания = 10 + CHA + Уровень заклятия

SMITE EVIL

FOES PER DAY Уровень Паладина Прочее Foes Today
 $\square\square\square\square$ = $\left(\frac{\square\square\square\square}{6} \right) - 1 +$
(Округлять вверх)

ATTACK BONUS Прочее **DEFLECTION BONUS** Прочее
 $\square\square\square\square$ + CHA + $\square\square\square\square$ K3 = CHA +

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 Прочее
 $\square\square\square\square$ = $\square\square\square\square$ + $\square\square\square\square$ = $\left(\frac{\square\square\square\square}{2} \right) \times 2 +$

LAY ON HANDS

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

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

MERCIES

Уровень **3**

6

9

12

15

18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$	1	$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$	2	$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$	3	$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$
$\square\square\square\square$	4	$\square\square\square\square$
$\square\square\square\square$		$\square\square\square\square$

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.