

UNDEAD SCOURGE

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 LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

ENERGY ROLL $\frac{\text{Уровень Паладина}}{2} + \text{Прочее}$

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

WILL SAVE DC $10 + \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA}$
(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 |
|---------------|-------------------|--------------------|------------------|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

КС спаса заклинания = 10 + CHA + Уровень заклятия

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

SMITE EVIL

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

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

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

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

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

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

LAY ON HANDS

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

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

MERCIES

| | |
|-----------|----|
| Уровень 3 | 12 |
| 6 | 15 |
| 9 | 18 |

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

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

Undead with twice as many hit dice are unaffected.

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.