

DIVINE HUNTER

OF



(PALADIN)

Уровень Паладина - 3 = Уровень Заклинателя

Уровень Паладина

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 **CHA** Bonus to all saving throws

SHARED PRECISION

Уровень 3 On hitting with a ranged attack, allies within 10ft gain the benefits of Precise Shot until your next turn.

AURA

Уровень 8 **AURA OF CARE** Allies within 10ft (who are mobile) no longer provide cover against ranged attacks, unless they wish to.

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

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

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

DIVINE BOND

Уровень 5 **BONDED WEAPON** ☐ 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 $\text{Roll} = \text{CHA} + \text{Уровень Заклинателя}$

HUNTER'S BLESSING

Уровень 11 Spend one use of Smite Evil to grant yourself and all allies within 10ft the benefits of Deadly Aim, Precise Shot and Improved Precise Shot. This lasts for 1 minute. Evil creatures do not benefit.

SMITE EVIL

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

Foes Today
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ATTACK BONUS $\text{Roll} = \text{CHA} + \text{Прочее}$

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

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

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

LAY ON HANDS

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

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

MERCIES

Уровень 3	12
6	15
9	18

Уровень 6 **MERCIES** Spend two uses to use Lay On Hands at a distance.

RANGE $\text{Roll} = \text{Уровень} \times 5 \text{ ft}$

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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RIGHTEOUS HUNTER

Уровень 14 Ranged weapons used by yourself and allies within 10ft count as good-aligned for the purposes of overcoming damage reduction.

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.