

# OATHBOUND PALADIN



OF

Уровень  
Паладина

Уровень - 3 = Уровень  
Паладина 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

### AURA OF COURAGE

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

### ANCHORING AURA

Уровень **8** Evil outsiders within 20ft must pass a will save in order to use extradimensional travel.  
Spend one use of Smite Evil to anchor a target within 30ft.

### AURA OF JUSTICE

Уровень **11** 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.

### AURA OF FAITH

Уровень **14** Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Уровень **17** 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

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

WILL  
SAVE DC

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

## DIVINE BOND

Уровень ☐ SPECIAL MOUNT ☐ BONDED WEAPON

**5** Тип ☐ Summoned Today

Enhancements

## Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
1			<input type="checkbox"/>
2			<input type="checkbox"/>
3			<input type="checkbox"/>
4			<input type="checkbox"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

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

# Oath against fiends

VOW

## CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.  
Banish those you cannot kill. Purge the evil from those possessed by fiends.

## SMITE EVIL

FOES  
PER DAY

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

ATTACK  
BONUS

Уровень Паладина Прочее  
 $\text{Attack Bonus} = \text{CHA} + \text{Прочее}$

DEFLECTION  
BONUS

Уровень Паладина Прочее  
 $\text{Deflection Bonus} = \text{CHA} + \text{Прочее}$

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  
 $\text{Damage Bonus} = \text{Уровень Паладина} + \text{Прочее}$

EVIL DAMAGE  
BONUS

Уровень Паладина Прочее  
 $\text{Evil Damage Bonus} = \left( \frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$

## LAY ON HANDS

USES  
PER DAY

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

HEALING  
HIT POINTS

Уровень Паладина Прочее  
 $\text{Healing HP} = \left( \frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$   
(Округлять к меньшему)

Уровень **MERCIES**

**3** **15**  
**6** **18**  
**12**

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/>	Resist energy	<input type="checkbox"/>
<input type="checkbox"/>		<b>1</b>
<input type="checkbox"/>		
<input type="checkbox"/>	Detect thoughts	<input type="checkbox"/>
<input type="checkbox"/>		<b>2</b>
<input type="checkbox"/>		
<input type="checkbox"/>	Invisibility purge	<input type="checkbox"/>
<input type="checkbox"/>		<b>3</b>
<input type="checkbox"/>		
<input type="checkbox"/>	Plane shift	<input type="checkbox"/>
<input type="checkbox"/>		<b>4</b>
<input type="checkbox"/>		

## 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.