

# OATHBOUND PALADIN



OF

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 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.

## 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  
 $d6 = ( \text{Уровень Паладина} \div 2 ) + \text{Прочее}$   
(Округлять вверх)

**WILL SAVE DC**  
Уровень Паладина **CHA**  
 $10 + ( \text{Уровень Паладина} \div 2 ) + \text{CHA}$   
(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  $CHA + \text{Уровень Заклинателя}$

# Oath of Charity

## VOW

## CODE OF CONDUCT

Always offer help to good creatures who need it.  
Always offer help to the poor and destitute.

## SMITE EVIL

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

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

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** +  $\text{Уровень Паладина} + \text{Прочее}$   
**EVIL DAMAGE BONUS** +  $( \text{Уровень Паладина} \times 2 ) + \text{Прочее}$

## CHARITABLE HANDS

**USES PER DAY** =  $( \text{Уровень Паладина} \div 2 ) + CHA + \text{Прочее}$  (Округлять к меньшему)  
Использовано сегодня

**HEALING HIT POINTS** d6 =  $( \text{Уровень Паладина} \div 2 ) + \text{Прочее}$  (Округлять к меньшему)  
Heal 50% less when used on yourself  
Heal 50% more when used on others

## CHARITABLE MERCIES (Selected each day)

3 12  
6 15  
9 18

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/> <input type="checkbox"/> Magic stone	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Make whole	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic vestment	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Imbue with spell ability	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <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.