

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

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

$$\boxed{}_{d6} = \left(\div 2 \right) + \quad (\text{Округлять вверх})$$

WILL
SAVE DC

Уровень
Паладина

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} \quad (\text{Округлять к меньшему})$$

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			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<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"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

$$\boxed{} = \text{CHA} + \quad \text{Уровень Заклинателя}$$

Oathbound Paladin

VOW

CODE OF CONDUCT

SMITE EVIL

FOES
PER DAY

Уровень
Паладина

Прочее

Foes
Today

$$\boxed{} = \left(\div 3 \right) + \quad (\text{Округлять вверх})$$

ATTACK
BONUS

Прочее

DEFLECTION
BONUS

Прочее

$$+ \boxed{} = \text{CHA} + \quad + \boxed{} \text{ K3} = \text{CHA} + $$

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

$$+ \boxed{} = + \quad + \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES
PER DAY

Уровень
Паладина

Прочее

Использовано сегодня

$$\boxed{} = \left(\div 2 \right) + \text{CHA} + \quad (\text{Округлять к меньшему})$$

HEALING
HIT POINTS

Уровень
Паладина

Прочее

$$\boxed{}_{d6} = \left(\div 2 \right) + \quad (\text{Округлять к меньшему})$$

Уровень **MERCIES**

3

12

6

15

9

18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<input type="checkbox"/> <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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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.