OATHBOUND PALADIN

OF

Oath against Undeath

Уровень Паладина

Уровень Паладина - 3 = Уровень Заклинателя

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Уровень 2 — CHA — Bonus to all saving throws

AURA

AURA OF COURAGE
Immune to fear effects including magic.
Уровень 3 — Allies within 10ft get +4 to saves against fear effects.

GHOST TOUCH AURA
Armour gains the ghost touch property.
From level 9, apply to shield as well.

Уровень 8 — **AURA OF LIFE**
+4 to save against negative levels. Allies within 10ft get +2 against these saves.

Уровень 14 — **AURA OF FAITH**
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 [ ] d6 = (Уровень Паладина ÷ 2) + Прочее (Округлять вверх)

WILL SAVE DC [ ] = 10 + (Уровень Паладина ÷ 2) + CHA (Округлять к меньшему)

Уровень 11 — Channelling positive energy against the undead for just one use of Lay On Hands.

DIVINE BOND

Уровень 5 — ☐ **SPECIAL MOUNT** ☐ **BONDED WEAPON**

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 + Уровень Заклинателя

SMITE EVIL

FOES PER DAY [ ] = (Уровень Паладина ÷ 3) + Прочее (Округлять вверх) — Foes Today ☐☐☐ ☐☐☐

ATTACK BONUS + [ ] = CHA + Прочее

DEFLECTION BONUS + К3 = CHA + 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

EVIL DAMAGE BONUS + [ ] = (Уровень Паладина × 2) + Прочее

LAY ON HANDS

Уровень 2

USES PER DAY [ ] = (Уровень Паладина ÷ 2) + CHA + Прочее (Округлять к меньшему) — Использовано сегодня ☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐

HEALING HIT POINTS [ ] d6 = (Уровень Паладина ÷ 2) + Прочее (Округлять к меньшему)

Уровень	MERCIES		
6		15	
12		18	

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

☐☐☐ Sanctify corpse	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐ Darkvision	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐ Searing light	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐ Halt undead	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

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.