

# ZAPRZYSIĘŻONY PALADYN



OF

Poziom  
Paladyna

Poziom - 3 = Poziom  
Paladyna Czarującego

## 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

Poziom **2** **CHA** Bonus to all  
saving throws

## AURA

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

Poziom **8** **AURA OF RESOLVE**  
Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

Poziom **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.

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

Poziom **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

Poziom **3** Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Poziom **4** Kierunkowanie pozytywnej energii zużywa  
2 Nakładania Rąk

**ENERGIA RZUT** Poziom Paladyna Inne  
 $\boxed{\phantom{000}} k6 = \left( \phantom{000} \div 2 \right) + \phantom{000}$   
(Zaokrąglane w górę)

**WOLA SAVE DC** Poziom Paladyna Inne  
 $\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CHA}$   
(Zaokrąglane w dół)

## BOSKA WIEŻ

Poziom **5** ☐ SPECJALNY WIERZĄCY WŁAŚCICIEL  
Imię

Rodzaj ☐ Przywołań  
Dziś

Wzmocnienia

## CZARY

ST Rzutu Obronnego	Czary na dzień	= Czary Bazowe + Premiowe Czary CHA	
<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>

ST Rz. Obr. = 10 + CHA + Poziom CZARU

Koncentracja  $\boxed{\phantom{000}} = \text{CHA} + \phantom{000}$  Poziom Czarującego

# Oath of Charity

VOW

## CODE OF CONDUCT

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

## UGODZENIE ZŁA

**WROGOWIE NA DZIEŃ** Poziom Paladyna Inne Wrogowie Dzisiaj  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$  (Zaokrąglane w górę) ☐☐☐☐

**ATAK BONUS** Inne **ODBIĆ BONUS** Inne  
 $\boxed{\phantom{000}} + \text{CHA} = \phantom{000}$   $\boxed{\phantom{000}} + \text{KP} = \text{CHA} + \phantom{000}$

Udane ugodzenie zła  
ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

**OBRAŻENIA PREMIA** Poziom Paladyna Inne **ZŁE OBRAŻENIA PREMIA** Poziom Paladyna Inne  
 $\boxed{\phantom{000}} + \phantom{000} = \phantom{000} + \phantom{000}$   $\boxed{\phantom{000}} + \phantom{000} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## CHARITABLE HANDS

**UŻYCIA NA DZIEŃ** Poziom Paladyna Inne Użycia Dzisiaj  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CHA} + \phantom{000}$  ☐☐☐☐ ☐☐☐☐

Poziom **2** **LECZENIE PW** Poziom Paladyna Inne Heal 50% less when used on yourself  
 $\boxed{\phantom{000}} k6 = \left( \phantom{000} \div 2 \right) + \phantom{000}$  (Zaokrąglane w dół) Heal 50% more when used on others

Poziom **CHARITABLE MERCIES** (Selected each day)

**3** **12**  
**6** **15**  
**9** **18**

## PRZYGOTOWANE CZARY

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic stone	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b> <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"/>	<b>2</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<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"/>	<b>4</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## HOLY CHAMPION

Increase damage reduction to 10/evil.

Poziom **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.