

UNDEAD SCOURGE

OF



(PALADIN)

Уровень Паладина - 3 = Уровень Заклинателя

Уровень Паладина

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.

AURA OF LIFE

Уровень 8 Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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 = ($\div 2$) + (Округлять вверх)

WILL SAVE DC

Уровень Паладина
= 10 + ($\div 2$) + **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			<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"/>
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КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация ☐ = **CHA** + Уровень Заклинателя

SMITE EVIL

FOES PER DAY

Уровень Паладина Прочее
Foes Today
= ($\div 3$) + (Округлять вверх)

ATTACK BONUS

Прочее
+ = **CHA** +

DEFLECTION BONUS

Прочее
+ K3 = **CHA** +

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

DAMAGE BONUS

Уровень Паладина Прочее
+ = +

EVIL DAMAGE BONUS

Уровень Паладина Прочее
+ = ($\times 2$) +

LAY ON HANDS

USES PER DAY

Уровень Паладина Прочее
= ($\div 2$) + **CHA** + (Округлять к меньшему)

Использовано сегодня

☐☐☐☐☐☐☐☐☐☐

Уровень 2

HEALING HIT POINTS

Уровень Паладина Прочее
d6 = ($\div 2$) + (Округлять к меньшему)

MERCIES

Уровень 3	12
6	15
9	18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Уровень 11 WILL SAVE DC

Уровень Паладина
= 10 + ($\div 2$) + **CHA**

Undead with twice as many hit dice are unaffected.

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.