

# ZAPRZYSIĘŻONY PALADYN



OF

Poziom Paladyna

Poziom Paladyna - 3 = Poziom 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** Premia do wszystkich rz. obr.

## 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 SPRAWIEDLIWOŚCI**  
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 WIARY**  
Weapons considered Good aligned for overcoming DR.

Poziom 17 **AURA PRAWOŚCI**  
Zyskuje redukcję obrażeń 5/zło  
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

**k6** = (  $\div 2$  ) + **CHA** (Zaokrąglane w górę)

**WOLA ST Rz. Obr** Poziom Paladyna Inne  
**= 10 + (  $\div 2$  ) + CHA** (Zaokrąglane w dół)

## BOSKA WIEŻ

Poziom 5 ☐ SPECJALNY WIERZĄCY WŁAŚCICIEL ZŁO  
Imię

Rodzaj ☐ Przywołań Dziś

Wzmocnienia

## CZARY

ST Rzutu Obronnego	Czary Dziennie	= Czary Bazowe + Premiowe Czary CHA
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ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja **= CHA +** Poziom Czarującego

# Oath of Loyalty

## VOW

## CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.  
Never go back on an oath.

## LOYAL OATH

**ALLIES PER DAY** Poziom Paladyna Inne  
**= (  $\div 3$  ) +** (Zaokrąglane w górę)

Allies Today  
☐ ☐ ☐ ☐

## CHA

Bonus on all saving throws and armour class granted to chosen ally when adjacent. Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Poziom 8 When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

## NAKŁADANIE RĄK

### UŻYCIA NA DZIEŃ

Poziom Paladyna Inne

Użycia Dzisiaj

**k6** = (  $\div 2$  ) + **CHA** + **CHA** (Zaokrąglane w dół)

☐ ☐ ☐ ☐ ☐ ☐

### LECZENIE PW

Poziom Paladyna Inne

**k6** = (  $\div 2$  ) + **CHA** (Zaokrąglane w dół)

## ŁASKI

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

## PRZYGOTOWANE CZARY

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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.