

# 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.

## HOLY REACH

Poziom 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

## 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 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  
 $\boxed{\phantom{000}} \text{ k6} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$   
(Zaokrąglane w górę)

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

## BOSKA WIEŻ

Poziom ☐ SPECJALNY WIERZCIELO WŁASNA BROŃ  
5

Rodzaj ☐ Przywołań  
Dziś

Wzmocnienia

## HORDEBREAKER

Poziom 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.  
When using Holy Reach, make extra attacks of opportunity equal to CHA.

## CZARY

ST Rzutu Obronnego	Czary na dzień	= Czary Bazowe + Premiowe Czary CHA
1		
2		
3		
4		

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

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

# Oath against Savagery

VOW

## CODE OF CONDUCT

Always heed the call of a community in danger from savages.  
Be the first in line to defend a settlement and the last to retreat.

## UGODZENIE ZŁA

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

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

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  
 $\boxed{\phantom{000}} + \boxed{\phantom{000}} = \boxed{\phantom{000}} + \boxed{\phantom{000}}$   $\boxed{\phantom{000}} + \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \times 2 \right) + \boxed{\phantom{000}}$

## NAKŁADANIE RĄK

**UŻYCIA NA DZIEŃ** Poziom Paladyna Inne Użycia Dzisiaj  
 $\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{CHA} + \boxed{\phantom{000}}$   
**LECZENIE PW** Poziom Paladyna Inne  
 $\boxed{\phantom{000}} \text{ k6} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$  (Zaokrąglane w dół)

Poziom ŁASKI

3 12

6 15

9 18

## PRZYGOTOWANE CZARY

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> Protection from arrows	<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"/> Haste	<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"/> Divine power	<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.

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.