

OATHBOUND PALADIN



OF

Уровень
Паладина

Уровень - 3 = Уровень
Паладина Заклинателя

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

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

AURA

Уровень 3 AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Уровень 8 AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Уровень 14 AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Уровень Gain damage reduction 5/evil.

17 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 Прочее
= 10 + ($\div 2$) + CHA (Округлять к меньшему)

DIVINE BOND

Уровень ☐ SPECIAL MOUNT ☐ BONDED WEAPON

5

Тип ☐ Summoned Today

Enhancements

HORDEBREAKER

When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.

11 When using Holy Reach, make extra attacks of opportunity equal to CHA.

Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
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"/> <input type="checkbox"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

= CHA + Уровень Заклинателя

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.

SMITE EVIL

FOES PER DAY

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

Foes Today
☐☐☐
☐☐☐

ATTACK BONUS

+ = CHA + Прочее

DEFLECTION BONUS

+ K3 = 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

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

LAY ON HANDS

USES PER DAY

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

Использовано сегодня
☐☐☐☐
☐☐☐☐

HEALING HIT POINTS

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

Уровень 3 MERCIES

3 12

6 15

9 18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<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.

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.