

OATHBOUND PALADIN



OF

Уровень
Паладина

Уровень
Паладина - 3 = Уровень
Заклинателя

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

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

AURA

AURA OF COURAGE

Immune to fear effects including magic.

Уровень **3** Allies within 10ft get +4 to saves against fear effects.

GHOST TOUCH AURA

Armour gains the ghost touch property.

From level 9, apply to shield as well.

AURA OF LIFE

Уровень **8** +4 to save against negative levels. Allies within 10ft get +2 against these saves.

AURA OF FAITH

Уровень **14** Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Уровень Gain damage reduction 5/evil.

Уровень **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 $d6 = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$

WILL SAVE DC $\text{Roll} = 10 + \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA}$
(Округлять к меньшему)

Уровень **11** Channelling positive energy against the undead for just one use of Lay On Hands.

DIVINE BOND

Уровень ☐ **SPECIAL MOUNT** ☐ **BONDED WEAPON**

5 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"/>
3			<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"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация $\text{Roll} = \text{CHA} + \text{Уровень Заклинателя}$

Oath against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

SMITE EVIL

FOES PER DAY $\text{Roll} = \left(\frac{\text{Уровень Паладина}}{3} \right) + \text{Прочее}$ (Округлять вверх) Foes Today ☐☐☐☐

ATTACK BONUS $+ \text{Roll} = \text{CHA} + \text{Прочее}$ **DEFLECTION BONUS** $+ \text{K3} = \text{CHA} + \text{Прочее}$

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 $+ \text{Roll} = \text{Уровень Паладина} + \text{Прочее}$ **EVIL DAMAGE BONUS** $+ \text{Roll} = \left(\text{Уровень Паладина} \times 2 \right) + \text{Прочее}$

LAY ON HANDS

USES PER DAY $\text{Roll} = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA} + \text{Прочее}$ (Округлять к меньшему) Исполнено сегодня ☐☐☐☐☐☐☐☐☐☐

Уровень **2** **HEALING HIT POINTS** $d6 = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$ (Округлять к меньшему)

Уровень **MERCIES** **6** **15**
12 **18**

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<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"/> Darkvision	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Searing light	<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"/>
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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.