

OATHBOUND PALADIN



OF

Уровень
Паладина

Уровень
Паладина - 3 = Уровень
Заклинателя

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

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 **11** **AURA OF JUSTICE**
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.

Уровень **14** **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Уровень **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

Уровень **3** Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Уровень **4** Gain evasion, but only against the breath weapon of dragons.

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 | | |
| | 2 | | |
| | 3 | | |
| | 4 | | |

КС спаса заклинания = 10 + CHA + Уровень заклтия

Концентрация ☐ = CHA + Уровень Заклинат

Oath against the Wyrms

VOW

CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.
Protect the innocent against the predation of dragons.

SMITE EVIL

FOES PER DAY = (☐ ÷ 3) + ☐ (Округлять вверх)
Уровень Паладина Прочее 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 + ☐ = ☐ + ☐ Прочее
EVIL DAMAGE BONUS + ☐ = (☐ × 2) + ☐ Прочее

LAY ON HANDS

USES PER DAY = (☐ ÷ 2) + CHA + ☐ Прочее
Уровень **2** (Округлять к меньшему) Исползовано сегодня

HEALING HIT POINTS d6 = (☐ ÷ 2) + ☐ Прочее
(Округлять к меньшему)

Уровень **MERCIES**
3 **12**
6 **15**
9 **18**

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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|---|---|
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DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Уровень **20** On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.