

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** 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.

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.

DIVINE BOND

Уровень ☐ SPECIAL MOUNT ☐ BONDED WEAPON
Имя

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 ☐ = CHA + Уровень Заклинателя

Oath of Vengeance

VOW

SMITE EVIL

FOES PER DAY = (÷ 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 + = + Прочее EVIL DAMAGE BONUS + = (× 2) + Прочее

Уровень **11** **POWERFUL JUSTICE**
Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

LAY ON HANDS

USES PER DAY = (÷ 2) + CHA + (Округлять к меньшему) Прочее И использовано сегодня ☐☐☐☐☐☐☐☐☐☐☐☐

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

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

Уровень **8** **CHANNEL WRATH**
Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

☐☐☐ Wrath ☐☐☐
☐☐☐ **1** ☐☐☐
☐☐☐
☐☐☐ Confess ☐☐☐
☐☐☐ **2** ☐☐☐
☐☐☐

☐☐☐ Blessing of fervour ☐☐☐
☐☐☐ **3** ☐☐☐
☐☐☐
☐☐☐ Order's wrath ☐☐☐
☐☐☐ **4** ☐☐☐
☐☐☐

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.