

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.

DIVINE GRACE

Уровень **CHA** Bonus to all
saving throws

AURA

AURA OF COURAGE

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

ANCHORING AURA

Уровень **8** Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

AURA OF JUSTICE

Уровень **11** 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.

AURA OF FAITH

Уровень **14** 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
 $d6 = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$
(Округлять вверх)

WILL

SAVE DC

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

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"/>
2			<input type="checkbox"/>
3			<input type="checkbox"/>
4			<input type="checkbox"/>

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

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

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

SMITE EVIL

FOES

PER DAY

Уровень Паладина Прочее
 $\text{Foes Per Day} = \left(\frac{\text{Уровень Паладина}}{3} \right) + \text{Прочее}$
(Округлять вверх)

Foes

Today

☐
☐
☐

ATTACK
BONUS

Прочее
 $\text{Attack Bonus} = \text{CHA} + \text{Прочее}$

DEFLECTION
BONUS

Прочее
 $\text{Deflection Bonus} = \text{CHA} + \text{Прочее}$

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

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

EVIL DAMAGE
BONUS

Уровень Паладина Прочее
 $\text{Evil Damage Bonus} = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$

LAY ON HANDS

USES
PER DAY

Уровень Паладина Прочее
 $\text{Uses Per Day} = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA} + \text{Прочее}$
(Округлять к меньшему)

Использовано сегодня

☐
☐
☐

HEALING
HIT POINTS

Уровень Паладина Прочее
 $\text{Healing Hit Points} = \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$
(Округлять к меньшему)

Уровень **MERCIES**

3

15

6

18

12

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

☐ Resist energy

☐

☐

1

☐

☐

☐ Detect thoughts

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☐

2

☐

☐

☐ Invisibility purge

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☐

3

☐

☐

☐ Plane shift

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☐

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.