

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 Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL
Уровень Паладина Прочее
 $d6 = (\dots \div 2) + \dots$
(Округлять вверх)

WILL SAVE DC
Уровень Паладина
 $10 + (\dots \div 2) + \text{CHA}$
(Округлять к меньшему)

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

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация $10 + \text{CHA} + \dots$ Уровень Заклинателя

Oath of Charity

VOW

CODE OF CONDUCT

Always offer help to good creatures who need it.
Always offer help to the poor and destitute.

SMITE EVIL

FOES PER DAY = ($\dots \div 3$) + \dots (Округлять вверх)
Уровень Паладина Прочее Foes Today

ATTACK BONUS + \dots = **CHA** + \dots Прочее
DEFLECTION BONUS + K3 = **CHA** + \dots 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 + \dots = \dots + \dots Прочее
EVIL DAMAGE BONUS + \dots = ($\dots \times 2$) + \dots Прочее
Уровень Паладина

CHARITABLE HANDS

USES PER DAY = ($\dots \div 2$) + **CHA** + \dots Прочее
Уровень Паладина Иستخدم اليوم

HEALING HIT POINTS d6 = ($\dots \div 2$) + \dots Прочее
Heal 50% less when used on yourself
Heal 50% more when used on others
(Округлять к меньшему)

CHARITABLE MERCIES (Selected each day)

3 12
6 15
9 18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/>	Magic stone	<input type="checkbox"/>
<input type="checkbox"/>		1 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Make whole	<input type="checkbox"/>
<input type="checkbox"/>		2 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Magic vestment	<input type="checkbox"/>
<input type="checkbox"/>		3 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Imbue with spell ability	<input type="checkbox"/>
<input type="checkbox"/>		4 <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.