

CHOSEN ONE

OF



(PALADIN)

Уровень Паладина - 3 = Уровень Заклинателя

Уровень Паладина

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.

DELAYED GRACE

Уровень 4 **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.

AURA OF RESOLVE

Уровень 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.

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

WILL SAVE DC

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

DIVINE EMISSARY

Уровень 1 Gain an emissary familiar, treating paladin level as wizard level for that purpose.

Имя

Вид существа

RELIGIOUS MENTOR

Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.

TRUE FORM

Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original form or true form at will.

Заклинания

КС спасброска	Заклинаний в день	Базовых заклинаний	Bonus Spells CHA
1			□□□□
2			□□□□
3			□□□□
4			□□□□

КС спаса заклинания = 10 + CHA + Уровень заклятия

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

DELAYED SMITE EVIL

FOES PER DAY

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

ATTACK BONUS

Прочее $\text{ATTACK BONUS} = \text{CHA} + \text{Прочее}$

DEFLECTION BONUS

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

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

Уровень Паладина Прочее $\text{DAMAGE BONUS} = \text{Уровень Паладина} + \text{Прочее}$

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)

Уровень 2

HEALING HIT POINTS

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

LAY ON PAWS

Familiar may also use Lay On Hands, including all Mercies, but this expends two uses of the Chosen One's Lay On Hands. At 4th level, familiar may also channel positive energy at the cost of four uses of Lay On Hands.

MERCIES

Уровень 3

6

9

12

15

18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

□□□	□□□
□□□	1 □□□
□□□	□□□
□□□	□□□
□□□	□□□
□□□	2 □□□
□□□	□□□
□□□	□□□
□□□	3 □□□
□□□	□□□
□□□	□□□
□□□	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.