

Уровень
Паладина

Уровень Паладина - 3 = Уровень Заклинателя

DETECT EVIL

DIVINE GRACE

Второе: ☐ Разрешить всем

AURA

AURA OF COURAGE

AURA OF RESOLVE

AURA OF JUSTICE

Уровень AURA OF FAITH

AURA OF RIGHTEOUSNESS

DIVINE HEALTH

Уровень

CHANNEL POSITIVE ENERGY

ENERGY ROLL

d6 = (Уровень Паладина ÷ 2) + Прочее

(Округлять вверх)

WILL Уровень
SAVE DC Паладина

= 10 + (÷ 2) + CHA

(Округлять к меньшему)

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Тип ☐ Summoned ☐ Today

Enhancements

КС	Заклинаний	Базовых	Bonus Spells
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КС спасброска		Заклинаний в день	= Базовых заклинаний	+ Bonus Spells ЧА
	1		_____	□ □ □ □
	2		_____	□ □ □ □
	3		_____	□ □ □ □
	4		_____	□ □ □ □

$$\text{КС спаса заклинания} = 10 + \text{СНА} + \text{Уровень заклѣтия}$$

Концентрация = **CHA** + Уровень Заклинателя

VOW

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LLIES	Уровень	АИТ
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CHA	Bonus on all saving throws and armour class granted to chosen ally when adjacent. Lasts for one minute or until dismissed or discharged.
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If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Уровень 8 When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

USES	Уровень
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$$\text{Уровень Паладина} \times \frac{\text{УСЫ PER DAY}}{2} + \text{CHA} + \text{Прочее} = \text{Использовано сегодня}$$

(Округлять к меньшему)

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

Уровень	MERCIES
3	12
6	15
9	18

☐ ☐ ☐ Wrath ☐ ☐ ☐

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Helping hand		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sending	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Increase damage reduction to 10/evil.

Уровень 20 Increase damage reduction to 10/evil.
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.