

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 **2** **CHA** Bonus to all saving throws

AURA

Уровень **3** **AURA OF PURITY**
+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

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.

CHANNEL POSITIVE ENERGY

Уровень **4** Channelling positive energy uses up two of today's uses of Lay On Hands.

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

WILL SAVE 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

CLEANSING FLAME

Уровень **11** Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

Заклинания

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

КС спаса заклинания = 10 + CHA + Уровень заклятия

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

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

SMITE EVIL

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

ATTACK BONUS $+ \text{CHA} + \text{Прочее}$ **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 $+ \text{Уровень Паладина} + \text{Прочее}$ **EVIL DAMAGE BONUS** $+ \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{Прочее}$

LAY ON HANDS

USES PER DAY $= \left(\frac{\text{Уровень Паладина}}{2} \right) + \text{CHA} + \text{Прочее}$ (Округлять к меньшему) И использовано сегодня ☐☐☐☐☐☐☐☐☐☐

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

MERCIES

3	12
6	15
9	18

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acute sense	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of idiocy	<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"/> Spell immunity	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CAST INTO THE VOID

Уровень **20** On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

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

On using Channel Positive Energy or Lay On Hands, heal the maximum possible.