

ZAPRZYSIĘŻONY PALADYN



OF

Poziom
Paladyna

Poziom - 3 = Poziom
Paladyna Czarującego

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

Poziom **CHA** Bonus to all saving throws

AURA

Poziom **3** **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Poziom **8** **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Poziom **11** **AURA SPRAWIEDLIWOŚCI**
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.

Poziom **14** **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Poziom **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

Poziom **3** Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Poziom **4** Gain evasion, but only against the breath weapon of dragons.

BOSKA WIEŻ

Poziom ☐ **SPECJALNY WIERZCHOWIĄZANA BROŃ**
5 Imię

Rodzaj ☐ Przywołań
Dziś

Wzmocnienia

CZARY

| ST Rzutu Obronnego | Czary na dzień | = | Czary Bazowe | + Premiowe Czary CHA |
|-----------------------|-------------------|---|-----------------|--|
| | 1 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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ST Rz. Obr. = 10 + CHA + Poziom CZaru

Koncentracja ☐ = **CHA** + Poziom Czarującego

Oath against the Wyrm

VOW

CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.
Protect the innocent against the predation of dragons.

UGODZENIE ZŁA

WROGOWIE NA DZIEŃ Poziom Paladyna Inne Wrogowie Dzisiaj
☐ = (☐ ÷ 3) + ☐ (Zaokrąglane w górę) ☐ ☐ ☐

ATAK PREMIA Inne **ODBICIE PREMIA** Inne
☐ + **CHA** + ☐ = **CHA** + ☐

Udane ugodzenie zła ignoruje redukcje obrażeń.

Premia do obrażeń od ugodzeń podwaja się dla pierwszego udanego

OBRAŻENIA PREMIA Poziom Paladyna Inne **ZŁE OBRAŻENIA PREMIA** Poziom Paladyna Inne
☐ + ☐ = ☐ + ☐ ☐ = (☐ × 2) + ☐

NAKŁADANIE RĄK

UŻYCIA NA DZIEŃ Poziom Paladyna Inne Użycia Dzisiaj
☐ = (☐ ÷ 2) + **CHA** + ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Poziom **2** **LECZENIE PW** Poziom Paladyna Inne
☐ k6 = (☐ ÷ 2) + ☐ (Zaokrąglane w dół)

Poziom **ŁASKI**
3 **12**
6 **15**
9 **18**

PRZYGOTOWANE CZARY

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|--|---|
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| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> Bear's endurance | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> | 2 <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> Latanie | <input type="checkbox"/> <input type="checkbox"/> |
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| <input type="checkbox"/> <input type="checkbox"/> Stoneskin | <input type="checkbox"/> <input type="checkbox"/> |
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DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Poziom **20** On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

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