

# DIVINE DEFENDER

OF



(PALADIN)

Уровень Паладина - 3 =

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.

## 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

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

(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 BOND

Уровень 5

☐ MOUNT ☐ WEAPON ☐ ARMOUR

Имя

Тип

☐ Summoned Today

Enhancements

## Заклинания

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

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация

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

Уровень Заклинателя

## SMITE EVIL

FOES PER DAY

Уровень Паладина

Прочее

Foes Today

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

(Округлять вверх)

ATTACK BONUS

Прочее

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

DEFLECTION BONUS

Прочее

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

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

Использовано сегодня

$$\text{USES PER DAY} = \left( \frac{\text{Уровень Паладина}}{2} \right) + \text{CHA} + \text{Прочее}$$

(Округлять к меньшему)

Уровень 2

HEALING HIT POINTS

Уровень Паладина

Прочее

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

(Округлять к меньшему)

## SHARED DEFENCE

Уровень

K3

35M

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

3

+1

+1

9

+2

+2

15

+3

+3

CHA rds Duration of bonus

Уровень Bonus granted to all allies within 10ft.

6

Allies within range who reach lower than 0hp automatically stabilise.

Уровень Bonus granted to all allies within 15ft.

12

Allies within range are immune to bleed damage

Уровень Bonus granted to all allies within 20ft.

18

Allies within range gain a 25% chance to negate sneak or critical hit damage.

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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## HOLY CHAMPION

Increase damage reduction to 10/evil.

Уровень On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  
20 The effect of Smite Evil ends after this attack.

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