

OATHBOUND PALADIN



DEL

Liv
del Paladino

Liv
del Paladino - 3 = Livello
Incantatore

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

Livello

2

CAR

Bonus to all
saving throws

AURA

Livello

3

Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE

Livello

8

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

AURA OF FAITH

Livello

14

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Livello

17

Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Livello

3

Immune to all diseases including magic.

LEGAME DIVINO

Livello

5

☐ CAVALCATURA SPECIALE ☐ ANIMA LEGATA
Nome

Tipo

☐ Evocazioni
Oggi

Potenzianti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione

☐ = CAR +

Livello
Incantatore

Oath of Vengeance

VOW

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

☐ = (☐ ÷ 3) + ☐ (per eccesso)

☐☐
☐☐

ATTACCO
BONUS

Altro

DEVIAZIONE
BONUS

Altro

+ ☐ = CAR + ☐

+ CA = CAR + ☐

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI
BONUS

Liv
del Paladino

Altro

DANNI MALVAGI
BONUS

Liv
del Paladino

Altro

+ ☐ = ☐ + ☐

+ ☐ = (☐ × 2) + ☐

Livello

POWERFUL JUSTICE

Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

IMPOSIZIONE DELLE MANI

USI
PER DAY

Liv
del Paladino

Altro

Usi oggi

☐ = (☐ ÷ 2) + CAR + ☐ (Arrotondato per difetto)

☐☐☐☐
☐☐☐☐

Livello

2

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

☐ d6 = (☐ ÷ 2) + ☐ (Arrotondato per difetto)

Livello

INDULGENZE

3

12

6

15

9

18

Livello

CHANNEL WRATH

Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

INCANTESIMI PREPARATI

☐☐☐

Wrath

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐

Confess

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐

Blessing of fervour

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐

Order's wrath

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☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

HOLY CHAMPION

Increase damage reduction to 10/evil.

Livello

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.