

# OATHBOUND PALADIN



DEL

Liv  
del Paladino

Liv  
del Paladino - 3 = Livello  
Incantatore

## DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.  
Does not detect any other undead creatures nearby.

## DIVINE GRACE

Livello  
2 **CAR** Bonus to all  
saving throws

## AURA

### AURA OF COURAGE

Immune to fear effects including magic.

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

### GHOST TOUCH AURA

Armour gains the ghost touch property.  
From level 9, apply to shield as well.

Livello  
8 **AURA OF LIFE**  
+4 to save against negative levels. Allies within 10ft get  
+2 against these saves.

Livello  
14 **AURA OF FAITH**  
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.

## CHANNEL POSITIVE ENERGY

Livello  
4 Incanalare energia positiva consuma 2 usi  
della capacità di Imposizione delle mani

**TIRO**  
**ROLL** Liv  
del Paladino Altro  
d6 = (  $\div 2$  ) +

**CD Salvezza** Liv  
del Paladino (Arrotond.per eccesso)  
= 10 + (  $\div 2$  ) + **CAR**  
(Arrotondato per difetto)

Livello  
11 Channelling positive energy against the undead for  
just one use of Lay On Hands.

## LEGAME DIVINO

Livello ☐ **CAVALCATURA SPECIALE** ☐ **ARMA LEGATA**  
5

Tipo ☐ Evocazioni  
Oggi

Potenziamenti

## INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					<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"/>
	3					<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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione ☐ = **CAR** + Livello  
incantatore

# Oath against Undeath

VOW

## CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.  
Prevent the taint of undeath from spreading to the newly dead,  
blessing or burning the corpses as necessary.

## PUNIRE IL MALE

**NEMICI**  
**AL GIORNO** Liv  
del Paladino Altro  
= (  $\div 3$  ) + (Arrotond.per eccesso)

**BONUS** Liv  
del Paladino Altro  
+ **CAR** + **BONUS** + **CA** = **CAR** +

Un attacco riuscito con punire il male oltrepassa la riduz dei danni.

**BONUS** Liv  
del Paladino Altro  
+ **BONUS** = (  $\times 2$  ) +

## IMPOSIZIONE DELLE MANI

**USI** Liv  
del Paladino Altro  
= (  $\div 2$  ) + **CAR** +  
(Arrotondato per difetto)

**GUARIRE**  
**HIT POINTS** Liv  
del Paladino Altro  
d6 = (  $\div 2$  ) + (Arrotondato per difetto)

Livello  
6 **INDULGENZE** 15  
12 18

## INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<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"/>
<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"/> Darkvision	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Searing light	<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"/>
<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"/> Halt undead	<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"/>

## 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.