

OATHBOUND PALADIN



DEL

Livello
da Paladino

Livello
da 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 Livello
da Paladino Varie
 $\text{d6} = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$

VOLONTÀ
CD SALVEZZA Livello
da Paladino (Arrotond.per eccesso)
 $\text{CD Salvezza} = 10 + \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{CAR}$
(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 ☐ Evocati
oggi

Potenzianti

INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi 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 Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\text{Livello} = \text{CAR} + \text{Incantatore}$

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

Livello
da Paladino

Varie

Nemici
oggi

$\text{Nemici} = \left(\frac{\text{Livello da Paladino}}{3} \right) + \text{Varie}$ (Arrotond.per eccesso)

ATTACCO
BONUS

Varie

DEVIAZIONE
BONUS

Varie

$\text{Attacco} = \text{CAR} + \text{Varie}$

$\text{Deviiazione} = \text{CAR} + \text{Varie}$

Un attacco riuscito con punire il male
oltrepassa la Riduzione del Danno

Il danno bonus contro esterni malvagi,
draghi malvagi e non morti si applica
al primo attacco riuscito

DANNI
BONUS

Livello
da Paladino

Varie

DANNI ai MALVAGI

Livello
da Paladino

Varie

$\text{Danni} = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$

$\text{Danni ai Malvagi} = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$

IMPOSIZIONE DELLE MANI

USI
PER DAY

Livello
da Paladino

Varie

Usi oggi

$\text{Usi} = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{CAR} + \text{Varie}$
(Arrotondato per difetto)

Livello
2

GUARIRE
HIT POINTS

Livello
da Paladino

Varie

$\text{Hit Points} = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$ (Arrotondato per difetto)

Livello **INDULGENZE**

6

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.