

# 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

### AURA OF COURAGE

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

Livello  
8

### AURA OF RESOLVE

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

Livello  
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.

Livello  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Livello  
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

Livello  
3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Livello  
4

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

## LEGAME DIVINO

Livello  
5

☐ CAVALCATURA SPECIALE  
☐ ARMA LEGATA  
Nome

Tipo ☐ Evocazioni Oggi

Potenzianti

## INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					
	2					
	3					
	4					

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione  = CAR + Livello incantatore

# Oath against the Wyrms

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.

## PUNIRE IL MALE

NEMICI  
AL GIORNO

Liv  
del Paladino

Altro

Nemici  
oggi

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000} \text{ (Arrotond. per eccesso)}$$

BONUS

BONUS

$$\boxed{+} = \text{CAR} + \phantom{000}$$

$$\boxed{+ \text{CA}} = \text{CAR} + \phantom{000}$$

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

Liv  
del Paladino

Altro

BONUS

Liv  
del Paladino

Altro

$$\boxed{+} = \phantom{000} + \phantom{000}$$

$$\boxed{+} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## IMPOSIZIONE DELLE MANI

USI

Liv  
del Paladino

Altro

Usi oggi

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CAR} + \phantom{000} \text{ (Arrotondato per difetto)}$$

Livello  
2

GUARIRE  
HIT POINTS

Liv  
del Paladino

Altro

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000} \text{ (Arrotondato per difetto)}$$

Livello INDULGENZE

3

12

6

15

9

18

## INCANTESIMI PREPARATI

☐ ☐ Enlarge person

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☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Bear's endurance

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Volare

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Stoneskin

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

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## DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Livello

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.