

# 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.

## HOLY REACH

Livello 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

## AURA

### AURA OF COURAGE

Livello 3 Immune to fear effects including magic.  
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.

## CHANNEL POSITIVE ENERGY

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

TIRO  
ROLL

Livello 4  $\text{d6} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$  (per eccesso)

VOLONTÀ  
CD SALVEZZA

$\text{CD} = 10 + \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$  (Arrotondato per difetto)

## LEGAME DIVINO

Livello ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

5

Tipo ☐ Evocazioni Oggi

Potenzianti

## HORDEBREAKER

Livello 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.  
When using Holy Reach, make extra attacks of opportunity equal to **CHA**.

## 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"/> <input type="checkbox"/>
	3					<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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione  $\text{CD} = \text{CAR} + \text{Livello incantatore}$

# Oath against Savagery

VOW

## CODE OF CONDUCT

Always heed the call of a community in danger from savages.  
Be the first in line to defend a settlement and the last to retreat.

## PUNIRE IL MALE

NEMICI  
AL GIORNO

$\text{Nemici} = \left( \frac{\text{Liv del Paladino}}{3} \right) + \text{Altro}$  (per eccesso)

Nemici oggi  
☐☐☐☐

ATTACCO  
BONUS

$\text{ATTACCO} = \text{CAR} + \text{Altro}$

DEVIAZIONE  
BONUS

$\text{DEVIAZIONE} = \text{CAR} + \text{Altro}$

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI  
BONUS

$\text{DANNI} = \text{Liv del Paladino} + \text{Altro}$

DANNI MALVAGI  
BONUS

$\text{DANNI MALVAGI} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$

## IMPOSIZIONE DELLE MANI

USI  
PER DAY

$\text{USI} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{CAR} + \text{Altro}$  (Arrotondato per difetto)

Usi oggi

☐☐☐☐☐☐☐☐

GUARIRE  
HIT POINTS

$\text{GUARIRE} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$  (Arrotondato per difetto)

## INDULGENZE

Livello 3	12
6	15
9	18

## INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> Protection from arrows	<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"/> Haste	<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"/> Divine power	<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

Livello 20 Increase damage reduction to 10/evil.  
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.