

OATHBOUND PALADIN



DEL

Livello
da Paladino

Livello
da 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

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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.

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

$$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + \quad (\text{Arrotond.per eccesso})$$

VOLONTÀ
CD SALVEZZA

Livello
da Paladino

$$\boxed{} = 10 + \left(\frac{}{\div 2} \right) + \text{CAR} \quad (\text{Arrotondato per difetto})$$

LEGAME DIVINO

Livello
5

CAVALCATURA SPECIALE LEGATA

Tipo

☐ Evocati
oggi

Potenzianti

INCANTESIMI

CD salvezza
incantesimi

Incantesimi
al giorno

Incantesimi
Base

Inc. bonus
CHA

	1			
	2			
	3			
	4			

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione

$$\boxed{} = \text{CAR} + \quad \text{Livello incantatore}$$

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

PUNIRE IL MALE

NEMICI
AL GIORNO

Livello
da Paladino

Varie

Nemici
oggi

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

ATTACCO
BONUS

Varie

DEVIAZIONE
BONUS

Varie

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

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

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
BONUS

Livello
da Paladino

Varie

$$+ \boxed{} = + $$

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

IMPOSIZIONE DELLE MANI

USI
PER DAY

Livello
da Paladino

Varie

Usi oggi

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

Livello
2

GUARIRE
HIT POINTS

Livello
da Paladino

Varie

$$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + \quad (\text{Arrotondato per difetto})$$

Livello

INDULGENZE

3

15

6

18

12

INCANTESIMI PREPARATI

☐ ☐ Resist energy

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Detect thoughts

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Invisibility purge

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☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

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☐ ☐ Plane shift

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☐ ☐ ☐

4

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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.