

OATHBOUND PALADIN

OF

Nível de
Paladino

Nível de
Paladino - 3 = Conjurador
Nível



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

Nível
2

CAR

Bonus to all
saving throws

AURA

Nível
3

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

Nível
8

AURA OF RESOLVE

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

Nível
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nível
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

Nível
3

Immune to all diseases including magic.

DIVINE BOND

Nível
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON
Nome

Tipo ☐ Summoned
Today

Enhancements

MAGIAS

Teste de Resistência CD	Magias por dia	= Base Magia	+ Bonus Spells 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"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração ☐ = CAR + Conjurador
Nível

Oath of Vengeance

VOW

SMITE EVIL

FOES
PER DAY

Nível de
Paladino

Outros

Foes
Today

☐ = (☐ ÷ 3) + ☐ (Arredonda para Cima)

☐☐
☐☐

ATTACK
BONUS

Outros

DEFLECTION
BONUS

Outros

+ ☐ = CAR + ☐

+ CA = CAR + ☐

A successful strike with smite evil
bypasses damage reduction.

Smiting damage bonus applies double for the
first successful strike against evil outsiders,
evil dragons and the undead.

DAMAGE
BONUS

Nível de
Paladino

Outros

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

+ ☐ = ☐ + ☐

+ ☐ = (☐ × 2) + ☐

POWERFUL JUSTICE

Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

LAY ON HANDS

USOS
PER DAY

Nível de
Paladino

Outros

Hoje

Nível ☐ = (☐ ÷ 2) + CAR + ☐ (Arredonda para Baixo)

☐☐☐☐
☐☐☐☐

HEALING
HIT POINTS

Nível de
Paladino

Outros

d6 = (☐ ÷ 2) + ☐ (Arredonda para Baixo)

MERCIES

3 12

6 15

9 18

CHANNEL WRATH

Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

MAGIAS PREPARADAS

☐☐☐ Wrath ☐☐☐

☐☐☐ 1 ☐☐☐

☐☐☐ ☐☐☐

☐☐☐ Confess ☐☐☐

☐☐☐ 2 ☐☐☐

☐☐☐ ☐☐☐

☐☐☐ Blessing of fervour ☐☐☐

☐☐☐ 3 ☐☐☐

☐☐☐ ☐☐☐

☐☐☐ Order's wrath ☐☐☐

☐☐☐ 4 ☐☐☐

☐☐☐ ☐☐☐

HOLY CHAMPION

Increase damage reduction to 10/evil.

Nível

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.