

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

AURA OF PURITY

+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

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.

AURA OF RIGHTEOUSNESS

Nível
17

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.

CHANNEL POSITIVE ENERGY

Nível
4

Channelling positive energy uses up two of today's
uses of Lay On Hands.

ENERGIA ROLAGEM

Nível de
Paladino

Outros

$\boxed{} d6 = \left(\div 2 \right) + $

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de
Paladino

$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$

(Arredonda para Baixo)

DIVINE BOND

Nível
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Tipo

☐ Summoned
Today

Enhancements

CLEANSING FLAME

Nível
11

Spend two uses of Smite Evil to ignite your weapon with a
cleansing flame for 1 minute, forcing aberrations within
20ft to take -4 to attack, and granting allies within 20ft
a +2 to saving throws against aberrations.

MAGIAS

Teste de Resistência CD Magias por dia = Base Magia + Bonus Spells CHA

| | | | | | |
|--|---|--|--|--|--|
| | 1 | | | | |
| | 2 | | | | |
| | 3 | | | | |
| | 4 | | | | |

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

Concentração

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

Conjurador
Nível

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

SMITE EVIL

FOES

PER DAY

Nível de
Paladino

Outros

Foes
Today

$\boxed{} = \left(\div 3 \right) + $ (Arredonda para Cima)

☐☐
☐☐

ATTACK
BONUS

Outros

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

DEFLECTION
BONUS

Outros

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

$+ \boxed{} = + $

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

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

LAY ON HANDS

USOS
PER DAY

Nível de
Paladino

Outros

Hoje

$\boxed{} = \left(\div 2 \right) + \text{CAR} + $
(Arredonda para Baixo)

☐☐☐☐
☐☐☐☐

Nível
2

HEALING
HIT POINTS

Nível de
Paladino

Outros

$\boxed{} d6 = \left(\div 2 \right) + $ (Arredonda para Baixo)

Nível

MERCIES

3

12

6

15

9

18

MAGIAS PREPARADAS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

CAST INTO THE VOID

On a successful strike with Smite Evil,
aberrations may be banished to a remote
place for at least a century.

Nível
20

On using Channel Positive Energy or Lay
On Hands, heal the maximum possible.

VONTADE
CD DE RESISTÊNCIA

Nível de
Paladino

$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$