

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

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

TIRO
ROLL

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

CD Salvezza

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

(Arrotondato per difetto)

LEGAME DIVINO

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Livello
5

Nome

Tipo

☐ Evocazioni
Oggi

Potenzianti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					<input type="checkbox"/>
	2					<input type="checkbox"/>
	3					<input type="checkbox"/>
	4					<input type="checkbox"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione

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

Oath of Charity

VOW

CODE OF CONDUCT

Always offer help to good creatures who need it.
Always offer help to the poor and destitute.

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

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

(Arrotond. per eccesso)

BONUS

BONUS

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

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

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

Liv
del Paladino

Altro

BONUS

Liv
del Paladino

Altro

$$\text{BONUS} + \text{ } = \text{ } + \text{ }$$

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

CHARITABLE HANDS

USI

Liv
del Paladino

Altro

Usi oggi

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

(Arrotondato per difetto)

Livello
2

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

Heal 50% less when used on yourself
Heal 50% more when used on others

$$\text{d6} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{ }$$

(Arrotondato per difetto)

Livello CHARITABLE MERCIES (Selected each day)

3 12

6 15

9 18

INCANTESIMI PREPARATI

☐ Magic stone

☐

☐

1

☐

☐

☐

☐ Make whole

☐

☐

2

☐

☐

☐

☐ Magic vestment

☐

☐

3

☐

☐

☐

☐ Imbue with spell ability

☐

☐

4

☐

☐

☐

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.