

# 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

### 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

Livello  
da Paladino

Varie

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Arrotond. per eccesso)

VOLONTÀ  
CD SALVEZZA

Livello  
da Paladino

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Arrotondato per difetto)

## LEGAME DIVINO

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Livello  
5

Nome

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

$$\boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

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

Livello  
da Paladino

Varie

Nemici  
oggi

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \text{ (Arrotond. per eccesso)}$$

ATTACCO  
BONUS

Varie

DEVIAZIONE  
BONUS

Varie

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

$$+ \boxed{\phantom{00}}_{CA} = \text{CAR} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## CHARITABLE HANDS

USI  
PER DAY

Livello  
da Paladino

Varie

Usi oggi

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{00}$$

(Arrotondato per difetto)

Livello  
2

GUARIRE  
HIT POINTS

Livello  
da Paladino

Varie

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

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \text{ (Arrotondato per difetto)}$$

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.