

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** Incantare energia positiva consuma 2 usi della capacità di Imposizione delle mani

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

VOLONTÀ CD SALVEZZA
 $\text{CD} = 10 + \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$
(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					
	2					
	3					
	4					

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

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

Oathbound Paladin

VOW

CODE OF CONDUCT

PUNIRE IL MALE

NEMICI AL GIORNO
 $\text{Nemici} = \left(\frac{\text{Liv del Paladino}}{3} \right) + \text{Altro}$ (per eccesso)
Nemici oggi

ATTACCO BONUS
 $+ \text{CAR} = \text{CAR} + \text{Altro}$
DEVIAZIONE BONUS
 $+ \text{CA} = \text{CAR} + \text{Altro}$

Un attacco riuscito con punire il male oltrepassa la riduz dei danni.

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

IMPOSIZIONE DELLE MANI

USI PER DAY
 $\text{Usi} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR} + \text{Altro}$
(Arrotondato per difetto)
Usi oggi
GUARIRE HIT POINTS
 $d6 = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$
(Arrotondato per difetto)

Livello	INDULGENZE
3	12
6	15
9	18

INCANTESIMI PREPARATI

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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.