

OATHBOUND PALADIN



OF

Nível de
Paladino

Nível de
Paladino - 3 = Conjurador
Nível

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Nível
2

CAR

Bonus to all
saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

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

3

GHOST TOUCH AURA

Armour gains the ghost touch property.

From level 9, apply to shield as well.

Nível
8

AURA OF LIFE

+4 to save against negative levels. Allies within 10ft get
+2 against these saves.

Nível
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nível Gain damage reduction 5/evil.

17

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

d6 = ($\div 2$) +

VONTADE
CD DE RESISTÊNCIA

Nível de
Paladino

(Arredonda para Cima)

= 10 + ($\div 2$) + CAR

(Arredonda para Baixo)

Nível
11

Channelling positive energy against the undead for
just one use of Lay On Hands.

DIVINE BOND

Nível
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Tipo

☐ Summoned
Today

Enhancements

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

= CAR +

Conjurador
Nível

Oath against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead,
blessing or burning the corpses as necessary.

SMITE EVIL

FOES

PER DAY

Nível de
Paladino

Outros

Foes
Today

= ($\div 3$) + (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

+ = +

+ = ($\times 2$) +

LAY ON HANDS

USOS
PER DAY

Nível de
Paladino

Outros

Hoje

= ($\div 2$) + CAR + (Arredonda para Baixo)

Nível
2

HEALING
HIT POINTS

Nível de
Paladino

Outros

d6 = ($\div 2$) + (Arredonda para Baixo)

Nível
6

MERCIES

15

12

18

MAGIAS PREPARADAS

☐ Sanctify corpse

☐

☐

1

☐

☐

☐

☐ Darkvision

☐

☐

2

☐

☐

☐

☐ Searing light

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☐

3

☐

☐

☐

☐ Halt undead

☐

☐

4

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☐

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.