

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.

HOLY REACH

Livello 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

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 14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS
Livello 17 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{} d6 = \left(\div 2 \right) + $
(Arrotond.per eccesso)

VOLONTÀ CD SALVEZZA
Livello da Paladino Varie
 $\boxed{} = 10 + \left(\div 2 \right) + CAR$
(Arrotondato per difetto)

LEGAME DIVINO

Livello ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA
5

Tipo ☐ Evocati oggi

Potenzianti

HORDEBREAKER

Livello 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.
When using Holy Reach, make extra attacks of opportunity equal to **CHA**.

INCANTESIMI

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

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione $\boxed{} = CAR + $ Livello incantatore

Oath against Savagery

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

PUNIRE IL MALE

NEMICI AL GIORNO Livello da Paladino Varie
 $\boxed{} = \left(\div 3 \right) + $ (Arrotond.per eccesso)
Nemici oggi ☐☐☐☐

ATTACCO BONUS Livello da Paladino Varie
 $\boxed{+} = CAR + $
DEVIAZIONE BONUS Livello da Paladino Varie
 $\boxed{+ CA} = CAR + $

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
 $\boxed{+} = + $
DANNI ai MALVAGI Livello da Paladino Varie
 $\boxed{+} = \left(\times 2 \right) + $

IMPOSIZIONE DELLE MANI

USI PER DAY Livello da Paladino Varie
 $\boxed{} = \left(\div 2 \right) + CAR + $ Usi oggi ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Livello 2 (Arrotondato per difetto)
GUARIRE HIT POINTS Livello da Paladino Varie
 $\boxed{} d6 = \left(\div 2 \right) + $ (Arrotondato per difetto)

Livello	INDULGENZE
3	12
6	15
9	18

INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deathwatch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haste	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine power	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

HOLY CHAMPION

Livello 20 Increase damage reduction to 10/evil.
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.