

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 ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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.

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

TIRO
ROLL

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

VOLONTÀ
CD SALVEZZA

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

LEGAME DIVINO

Livello ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA **5**

Tipo ☐ Evocazioni Oggi

Potenziamenti

INCANTESIMI

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

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

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

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

$\boxed{} = \left(\frac{}{3} \right) + $ (per eccesso)

ATTACCO
BONUS

Altro

DEVIAZIONE
BONUS

Altro

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

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

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI
BONUS

Liv
del Paladino

Altro

DANNI MALVAGI
BONUS

Liv
del Paladino

Altro

$+ \boxed{} = + $

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

IMPOSIZIONE DELLE MANI

USI
PER DAY

Liv
del Paladino

Altro

Usi oggi

$\boxed{} = \left(\frac{}{2} \right) + \text{CAR} + $
(Arrotondato per difetto)

Livello **2**

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

$\boxed{} d6 = \left(\frac{}{2} \right) + $ (Arrotondato per difetto)

Livello **3** INDULGENZE

15

6

18

12

INCANTESIMI PREPARATI

☐ Resist energy

☐

☐

1

☐

☐

☐ Detect thoughts

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☐

2

☐

☐

☐ Invisibility purge

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☐

3

☐

☐

☐ Plane shift

☐

☐

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.