

OATHBOUND PALADIN



OF

Nível de
Paladino

Nível de
Paladino - 3 = Conjurador
Nível

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

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

AURA

Nível 3 **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Nível 8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

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

Nível 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

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
 $\boxed{} d6 = \left(\div 2 \right) + $
(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de Paladino
 $\boxed{} = 10 + \left(\div 2 \right) + CAR$
(Arredonda para Baixo)

DIVINE BOND

Nível ☐ SPECIAL MOUNT ☐ BONDED WEAPON
5

Tipo ☐ Summoned Today

Enhancements

HORDEBREAKER

Nível 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**.

MAGIAS

Teste de Resistência CD	Magias por dia	=	Base Magia	+	Bonus Spells CHA
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"/> <input type="checkbox"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração

$\boxed{} = CAR + $ Conjurador Nível

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.

SMITE EVIL

FOES PER DAY Nível de Paladino Outros Foes Today
 $\boxed{} = \left(\div 3 \right) + $ (Arredonda para Cima) ☐☐☐

ATTACK BONUS Outros **DEFLECTION BONUS** Outros
 $+ \boxed{} = 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
 $+ \boxed{} = + $ $+ \boxed{} = \left(\times 2 \right) + $

LAY ON HANDS

USOS PER DAY Nível de Paladino Outros Hoje
 $\boxed{} = \left(\div 2 \right) + CAR + $ ☐☐☐ ☐☐☐

Nível 2 **HEALING HIT POINTS** Nível de Paladino Outros
 $\boxed{} d6 = \left(\div 2 \right) + $ (Arredonda para Baixo)

Nível	MERCIES
3	12
6	15
9	18

MAGIAS PREPARADAS

<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

Nível 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.