

OATHBOUND PALADIN



DEL

Liv
del Paladino

Liv
del Paladino - 3 = Livello
Incantatore

DETECT UNDEAD

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

DIVINE GRACE

Livello
2 **CAR** Bonus to all
saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

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

GHOST TOUCH AURA

Armour gains the ghost touch property.

From level 9, apply to shield as well.

AURA OF LIFE

Livello
8 +4 to save against negative levels. Allies within 10ft get
+2 against these saves.

AURA OF FAITH

Livello
14 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

Liv
del Paladino Altro
d6 = ($\div 2$) +

VOLONTÀ
CD SALVEZZA

Liv
del Paladino (per eccesso)
= 10 + ($\div 2$) + **CAR**
(Arrotondato per difetto)

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

LEGAME DIVINO

Livello ☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

5

Tipo ☐ Evocazioni
Oggi

Potenziamenti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. 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"/>
	3					<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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione ☐ = **CAR** + Livello
incantatore

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.

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino Altro
= ($\div 3$) + (per eccesso)

Nemici
oggi
☐☐
☐☐

ATTACCO
BONUS

Altro
+ = **CAR** +

DEVIAZIONE
BONUS

Altro
+ **CA** = **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
+ = ($\times 2$) +

IMPOSIZIONE DELLE MANI

USI
PER DAY

Liv
del Paladino Altro
= ($\div 2$) + **CAR** +
(Arrotondato per difetto)

Usi oggi
☐☐☐☐
☐☐☐☐

Livello
2

GUARIRE
HIT POINTS

Liv
del Paladino Altro
d6 = ($\div 2$) + (Arrotondato per difetto)

Livello
6 INDULGENZE

15

12

18

INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<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"/> Darkvision	<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"/> Searing light	<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"/> Halt undead	<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

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.