

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.

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

AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

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.

Livello
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

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

$$d6 = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$$

(Arrotond. per eccesso)

VOLONTÀ
CD SALVEZZA

Livello
da Paladino

$$= 10 + \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{CAR}$$

(Arrotondato per difetto)

LEGAME DIVINO

Livello
5

☐ CAVALCATURA SPECIALE
Nome

Tipo

☐ Evocati
oggi

Potenzianti

INCANTESIMI

CD salvezza
incantesimi

Incantesimi
al giorno

Incantesimi
Base

Inc. bonus
CHA

1			
2			
3			
4			

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

Concentrazione

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

Oath of Loyalty

VOW

CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LOYAL OATH

ALLIES
PER DAY

Livello
da Paladino

Varie

Allies
Today

$$= \left(\frac{\text{Livello da Paladino}}{3} \right) + \text{Varie}$$

(Arrotond. per eccesso)

CAR

Bonus on all saving throws and armour class granted to chosen ally when adjacent.
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Livello
8

When a chosen ally is struck by an enemy while adjacent,
discharge the effect to make the attack hit yourself instead.

IMPOSIZIONE DELLE MANI

USI
PER DAY

Livello
da Paladino

Varie

Usi oggi

$$= \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{CAR} + \text{Varie}$$

(Arrotondato per difetto)

Livello
2

GUARIRE
HIT POINTS

Livello
da Paladino

Varie

$$d6 = \left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$$

(Arrotondato per difetto)

Livello
3

INDULGENZE

12

6

15

9

18

INCANTESIMI PREPARATI

☐ Wrath

☐

☐

1

☐

☐

☐ Aid

☐

☐

2

☐

☐

☐ Helping hand

☐

☐

3

☐

☐

☐ Sending

☐

☐

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.