

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 PURITY

+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

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

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

VOLONTÀ
CD SALVEZZA

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

LEGAME DIVINO

Livello
5

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Tipo

☐ Evocazioni
Oggi

Potenziamenti

CLEANSING FLAME

Livello
11

Spend two uses of Smite Evil to ignite your weapon with a
cleansing flame for 1 minute, forcing aberrations within
20ft to take -4 to attack, and granting allies within 20ft
a +2 to saving throws against aberrations.

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

\square = CAR + Livello
Incantatore

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

\square = $\left(\frac{\text{Liv del Paladino}}{3} \right) +$ (per eccesso)

☐
☐
☐

ATTACCO
BONUS

Altro

DEVIAZIONE
BONUS

Altro

$+$ \square = CAR +

$+$ 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

$+$ \square = +

$+$ \square = $\left(\frac{\text{Liv del Paladino}}{2} \right) +$

IMPOSIZIONE DELLE MANI

USI
PER DAY

Liv
del Paladino

Altro

Usi oggi

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

☐
☐
☐

Livello
2

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

\square d6 = $\left(\frac{\text{Liv del Paladino}}{2} \right) +$ (Arrotondato per difetto)

Livello
3

INDULGENZE

12

6

15

9

18

INCANTESIMI PREPARATI

☐ True strike

☐

☐

1

☐

☐

☐

☐ Acute sense

☐

☐

2

☐

☐

☐

☐ Touch of idiocy

☐

☐

3

☐

☐

☐

☐ Spell immunity

☐

☐

4

☐

☐

☐

CAST INTO THE VOID

On a successful strike with Smite Evil,
aberrations may be banished to a remote
place for at least a century.

Livello
20

VOLONTÀ
CD SALVEZZA

Liv
del Paladino

On using Channel Positive Energy or Lay
On Hands, heal the maximum possible.

\square = $10 + \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$