

# 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.

## PURE OF MIND

Livello +4 bonus to saves against charm effects and figments.

Livello

2

CAR

Bonus to  
Will saves

## AURA

### AURA OF COURAGE

Livello

3

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

### AURA OF JUSTICE

Livello

11

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.

### 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

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(per eccesso)

VOLONTÀ  
CD SALVEZZA

Liv  
del Paladino

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Arrotondato per difetto)

## LEGAME DIVINO

Livello

5

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Nome

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"/>
	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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione  $\boxed{\phantom{00}} = \text{CAR} + \phantom{00}$  Livello  
incantatore

# Oath of Chastity

VOW

## CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

## PUNIRE IL MALE

NEMICI  
AL GIORNO

Liv  
del Paladino

Altro

Nemici  
oggi

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \text{ (per eccesso)}$$

☐☐☐  
☐☐☐

ATTACCO  
BONUS

Altro

DEVIAZIONE  
BONUS

Altro

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

$$+ \boxed{\phantom{00}}_{CA} = \text{CAR} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## IMPOSIZIONE DELLE MANI

USI  
PER DAY

Liv  
del Paladino

Altro

Usi oggi

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{00}$$

☐☐☐☐☐  
☐☐☐☐☐

Livello

2

(Arrotondato per difetto)

GUARIRE  
HIT POINTS

Liv  
del Paladino

Altro

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \text{ (Arrotondato per difetto)}$$

## INDULGENZE

Livello

3

12

6

15

9

18

## INCANTESIMI PREPARATI

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

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☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

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☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## PURE OF BODY

Livello

8

50% chance of reducing any sneak attack or critical hit to a normal hit.

## HOLY CHAMPION

Livello

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.