

# 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.

## DIVINE GRACE

Nível  
2

CAR

Bonus to all  
saving throws

## 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  
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.

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

$$\boxed{\phantom{000}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{000}$$

(Arredonda para Cima)

### VONTADE CD DE RESISTÊNCIA

Nível de  
Paladino

$$\boxed{\phantom{000}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Arredonda para Baixo)

## DIVINE BOND

Nível  
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Nome

Tipo

☐ Summoned  
Today

Enhancements

## 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"/> <input type="checkbox"/>
3					<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"/>

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

Concentração

$$\boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

Conjurador  
Nível

# Oath of Charity

## VOW

## CODE OF CONDUCT

Always offer help to good creatures who need it.  
Always offer help to the poor and destitute.

## SMITE EVIL

### FOES

PER DAY

Nível de  
Paladino

Outros

Foes  
Today

$$\boxed{\phantom{000}} = \left( \phantom{00} \div 3 \right) + \phantom{000} \text{ (Arredonda para Cima)}$$

☐☐  
☐☐

### ATTACK BONUS

Outros

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{000}$$

### DEFLECTION BONUS

Outros

$$+ \boxed{\text{CA}} = \text{CAR} + \phantom{000}$$

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

$$+ \boxed{\phantom{00}} = \phantom{000} + \phantom{000}$$

### EVIL DAMAGE BONUS

Nível de  
Paladino

Outros

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{000}$$

## CHARITABLE HANDS

### USOS PER DAY

Nível de  
Paladino

Outros

Hoje

$$\boxed{\phantom{000}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{000}$$

☐☐☐☐  
☐☐☐☐

(Arredonda para Baixo)

Nível  
2

### HEALING HIT POINTS

Nível de  
Paladino

Outros

Heal 50% less when used on yourself  
Heal 50% more when used on others

$$\boxed{\phantom{000}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{000} \text{ (Arredonda para Baixo)}$$

Nível  
3

### CHARITABLE MERCIES (Selected each day)

12

6

15

9

18

## MAGIAS PREPARADAS

☐☐☐ Magic stone

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Make whole

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Magic vestment

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Imbue with spell ability

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☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## HOLY CHAMPION

Increase damage reduction to 10/evil.

Nível  
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.