

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.

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 **4** **CD Salvezza**
$$\text{d6} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotond.per eccesso)

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

(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
	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"/> <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"/>
	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"/> <input type="checkbox"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

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

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

(Arrotond.per eccesso)

BONUS
$$\text{BONUS} + \text{CAR} = \text{CAR} + \text{Altro}$$

Un attacco riuscito con punire il male oltrepassa la riduz dei danni.

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

IMPOSIZIONE DELLE MANI

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

(Arrotondato per difetto)

GUARIRE HIT POINTS
$$\text{d6} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotondato per difetto)

Livello	INDULGENZE
3	12
6	15
9	18

INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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"/>

CAST INTO THE VOID

Livello **20** On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible.
$$\text{CD Salvezza} = 10 + \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$$