

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

Gain evasion, but only against the breath weapon of dragons.

LEGAME DIVINO

Livello
5

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA
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 = CAR + Livello incantatore

Oath against the Wyrms

VOW

CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.
Protect the innocent against the predation of dragons.

PUNIRE IL MALE

NEMICI
AL GIORNO

Livello
da Paladino

Varie

Nemici
oggi

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

ATTACCO
BONUS

Varie

DEVIAZIONE
BONUS

Varie

$$+ \boxed{} = \text{CAR} + \quad + \boxed{} \text{ CA} = \text{CAR} + $$

Un attacco riuscito con punire il male oltrepassa la Riduzione del Danno

Il danno bonus contro esterni malvagi, draghi malvagi e non morti si applica al primo attacco riuscito

DANNI
BONUS

Livello
da Paladino

Varie

DANNI ai MALVAGI
BONUS

Livello
da Paladino

Varie

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

IMPOSIZIONE DELLE MANI

USI
PER DAY

Livello
da Paladino

Varie

Usi oggi

$$\boxed{} = \left(\div 2 \right) + \text{CAR} + \text{ (Arrotondato per difetto)}$$

Livello
2

GUARIRE
HIT POINTS

Livello
da Paladino

Varie

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

Livello INDULGENZE

3

12

6

15

9

18

INCANTESIMI PREPARATI

<input type="checkbox"/> <input type="checkbox"/> Enlarge person	<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"/> Bear's endurance	<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"/> Volare	<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"/> Stoneskin	<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"/>

DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Livello

20

On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

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