

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

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

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"/> |
| 3 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4 | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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

Concentração ☐ = CAR + Conjurador
Nível

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.

SMITE EVIL

FOES

PER DAY

Nível de
Paladino

Outros

Foes
Today

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

ATTACK
BONUS

Outros

DEFLECTION
BONUS

Outros

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

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

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

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

$$+ \boxed{} = + $$

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

LAY ON HANDS

USOS
PER DAY

Nível de
Paladino

Outros

Hoje

$$\boxed{} = \left(\div 2 \right) + \text{CAR} + \text{ (Arredonda para Baixo)}$$

Nível
2

HEALING
HIT POINTS

Nível de
Paladino

Outros

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

Nível
3

MERCIES

12

6

15

9

18

MAGIAS PREPARADAS

| | |
|--|--|
| <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"/> |
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| <input type="checkbox"/> <input type="checkbox"/> Fly | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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| <input type="checkbox"/> <input type="checkbox"/> Stoneskin | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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| <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.

Nível
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.