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MATADE CONTACISM  Timute a effects on each including magics.  Alliado RESOLVE  Minute of effects of a metro ganham +4 em para testes contra selection of magical parameters including magic.  Alliado RESOLVE  Manuel of charms effects including magic.  Alliado at 5 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado REJUSTICA  Alliado REJUSTICA  Alliado REJUSTICA  Alliado REJUSTICA  Alliado at 5 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado REJUSTICA  Alliado REJUSTICA  Alliado REJUSTICA  Alliado REJUSTICA  Alliado at 5 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 temp para testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m ganham +4 testes contra selection of encantaments of the first road.  Alliado at 6 m	2	ATIDA							first s	uccessful strike against evil outsiders,	
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the first round.  AURA DE JUSTICA  Ganha de redução de dano firmal.  Tormue a lectiva de computatos incluindo magicos. Aliados ate 3m ganham 41 testes contra efeitos de encantamento  CURA DIVINA  TOURA Paladino  CURA DIVINA  TOURA ENERGIA POSITIVA  TOURA DISTRICA  Aura Bonus doras Baixo)  CANALIZAR ENERGIA POSITIVA  TOURA DISTRICA  TOURA Paladino  Outros  Gel =	Spena tw					=	(	÷ 2	) + (	÷ ∠ ) + CAR +	
THE MONTARIA ESPECIAL ARMA VINCULADA Nome  SHINING LIGHT  Cone per day, unleash a 30ft burst of pure white light, during any circetures with bealing good creatures. Living and an dieds are bindered as an older as binder for ider oronal, will dragons, outsiders and undead are binder for ider oronal, will dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal.  SHINING LIGHT  SHINING LIGHT  Cone per day, unleash a 30ft burst of pure white light, dramaging evil creatures with behaling good creatures. Vivil and undead are binder for ider oronal, evil dragons, outsiders and undead are binder for ider oronal.  Are lefted state the binderes and halves the damage. Nivel de  Paladino  Paladino  Are reflex aver engates the binderes and halves the damage. Nivel de  Are lefted to State Evil evil as stateck. On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of State Evil and state this statek. On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of State Evil and state this statek. On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of State Evil and state this statek. On using Smite Evil to successfully hit an outsider, that outsider is subject to B				Nível			(Arredonda	 para Baixo	) (Arre	donda para Baixo)	
Immune a defeitor de compulsão incluindo magicos.   Aliados até 3m ganham + 1 textes contra eleítors de encantamento   d6			'mal		CURA		,		, (	,	
CURA DIVINA   (Arredonda para Baixo)	- Odilila de	,				S DE VID			Ou	tros Usado Hoje	
Mark Class   Mar	Aliados a			amento		d6 =	(	÷ 2	) +		
Imune a todas as decenças incluindo magicas.   CANALIZAR ENERGIA POSITIVA   Values of 1 ay On Hands.   Values of 1 ay On Hands.   Values of 1 ay On Hands   Values of 1 ay O		CURA DIV	INA 🗾				(Arredonda	 para Baixo			
CANALIZAR ENERGIA POSITIVA  4 uses of Lay On Hands.  Auredonda para Cima)  DE RESISTÊNCIA  Paladino  OUTOS  OF Paladino  OUTOS  Paladino  OUTOS  OF Paladino  OUTOS  Paladino  OUTOS  OTRIADE  Aura Bionus Moral Ablibigaistacia a Energatiscia a Ener	lmune a t	odas as doenças inc	cluíndo magicas.	MERG	CIES			-	-		
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Iligação divina   MONTARIA ESPECI_L ARMA VINCULADA   Nome   MONTARIA ESPECI_L ARMA VINCULADA   Nome   Healing   Healing   Hits   Healing   H		- 10 + (	····· / ·······	18							
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Summoned Today   100   Summoned Today   100   Summoned Today   100   1		<u> </u>		Nível		вопиѕ мога	Damage	encia a En	Critical		
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures. Livel Live Live Livel Liv	livel		Jiiiiiiii viitoomibii	4	10m	+1	Healing		Hits		
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  AMAGE / Nivel de Paladino  A partir do nível 12, ganha resistência a um tipo de e From level 16, gain a change to turn confirmed critical hits into normal hits.  CAMPEÃO SAGRADO  Aumente a redução de dano de 10/mal.  On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  The effect of Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.  A partir do nível 12, the aura has the effect of Daylight.  A partir do nível 12, ganha resistência a um tipo de e From level 16, gain a change to turn confirmed critical hits into normal hits.  CAMPEÃO SAGRADO  Aumente a redução de dano de 10/mal.  On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  The effect of Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.	)			8			1d4			3 3	
A partir do nível 12, ganha resistência a um tipo de e From level 16, gain a change to turn confirmed critical hits into normal hits.  CAMPEÃO SAGRADO  SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures. Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds. A reflex save negates the blindness and halves the damage.  Nível de Paladino  d6 =   \$\frac{25\%}{CAMPEÃO SAGRADO}\$  A partir do nível 12, ganha resistência a um tipo de e From level 16, gain a change to turn confirmed critical hits into normal hits.  CAMPEÃO SAGRADO  Aumente a redução de dano de 10/mal.  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.  A reflex save negates the blindness and halves the damage.  Nível de Paladino  A reflex save negates the blindness and halves the damage.  Nível de Paladino  A reflex save negates the blindness and halves the damage.  Nível de Paladino	00			12				10			
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.  Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  AMAGE / Paladino  AMAGE / Paladino  Nivel de Paladino	Ihorias		Today	16					25%	A partir do nível 12, ganha resistência a um tipo de el	
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.  Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  AMAGE / Nivel de Paladino  d6 =   2 (Arredonda para Baixo)  Nivel de Paladino  Nivel de Paladino	inorido				40			20			
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.  Evil creatures are blinded for nor round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  MAGE / Nível de Paladino  d6 = ÷ 2  (Arredonda para Baixo)  Nível de Paladino  Nível de Paladino			20	18111	+2			_			
SHINING LIGHT  Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.  Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  MAMAGE / Nível de Paladino  d6 = ÷ 2  (Arredonda para Baixo)  Nível de Paladino  Nível de Paladino											
Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.  Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.  A reflex save negates the blindness and halves the damage.  AMAGE / Nível de Paladino  d6 = ÷ 2  (Arredonda para Baixo)  Nível de Paladino  Nível de Paladino				Nível	Nível On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  20 The effect of Smite Evil ends after this attack.						
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A reflex save negates the blindness and halves the damage.  AMAGE / EALING Paladino  d6 = ÷ 2 (Arredonda para Baixo)  Nível de Paladino  Nível de Paladino	Evil creat										
AMAGE / Nível de Paladino  d6 = ÷ 2  (Arredonda para Baixo)  Nível de Paladino	- Outsiders										
d6 = ÷ 2  (Arredonda para Baixo)  Nível de Paladino	AMAGE /	Nível de									
(Arredonda para Baixo)  EFLEXO  Nível de Paladino  Paladino	EALING										
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= 10 + ( ÷ 2 ) + CAR	ESTE CD	(	dino								
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**17** Twice per day

20 Thrice per day