

HOSPITALER



(PALADIN)

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 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.

AURA OF HEALING

Livello

11

Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make
an extra saving throw against curses, disease or poison.

Livello

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Livello

17

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

Livello
del Chierico

Liv
del Paladino - 3

INCANALARE

AL GIORNO

= 3 + CAR +

Altro

Oggi

□□□
□□□
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TIRO
ROLL

Livello
del Chierico

Altro

d6 = ($\div 2$) +

(Arrotond.per eccesso)

CD Salvezza

Livello
del Chierico

= 10 + ($\div 2$) + CAR

(Arrotondato per difetto)

LEGAME DIVINO

Livello

5

CAVALCATURA SPECIALE
Nome

Tipo

Evocazioni
Oggi

Potenzianti

INCANTESIMI

CD TS
Incantesimi

Inc.
al giorno

=

Inc. Base

+

Inc. bonus
CHA

| | | | | |
|---|--|--|--|--|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

PUNIRE IL MALE

NEMICI
AL GIORNO

Liv
del Paladino

Altro

Nemici
oggi

□□□
□□□

= ($\div 6$) - 1 +

(Arrotond.per eccesso)

BONUS

BONUS
+

Altro

= CAR +

BONUS

BONUS
+ CA

Altro

= CAR +

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

BONUS
+

Liv
del Paladino

Altro

= +

BONUS

BONUS
+

Liv
del Paladino

Altro

= ($\times 2$) +

IMPOSIZIONE DELLE MANI

USI

Liv
del Paladino

Altro

Usi oggi

□□□ □□□
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= ($\div 2$) + CAR +

(Arrotondato per difetto)

Livello

2

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

d6 = ($\div 2$) +

(Arrotondato per difetto)

INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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4

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Livello

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.