

SACRED SERVANT

OF



(PALADIN)
Nível de
Paladino - 3 =

Nível de
Paladino
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
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

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGIA ROLAGEM

Nível de
Paladino

Outros

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

VONTADE CD DE RESISTÊNCIA

Nível de
Paladino

(Arredonda para Cima)

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR}$$

(Arredonda para Baixo)

DOMAIN

Nível Domínio
4

Poder Garantido

Poder Garantido

Nível

CD

Usos
Diários

Nível

CD

Usos
Diários

CALL CELESTIAL ALLY

Nível
8

Lesser Planar Ally

Nível de
Paladino

- 3

Conjurador
Nível

12

Planar Ally

16

Greater Planar Ally

☐ Called
this week

MAGIAS

Teste de
Resistência CD

Magias
por dia

=

Base
Magia

+

Bonus Spells
CHA

1

2

3

4

☐

☐

☐

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☐

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

Concentração

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

Conjurador
Nível

SMITE EVIL

FOES
PER DAY

Nível de
Paladino

Nível de
Paladino

Outros

Foes
Today

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \left(\frac{}{} \div 6 \right) - 1 + $$

(Arredonda para Cima) (Arredonda para Cima)

ATTACK
BONUS

Outros

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

DEFLECTION
BONUS

Outros

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

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

$$+ \boxed{} = + $$

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

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

LAY ON HANDS

USOS
PER DAY

Nível de
Paladino

Outros

Hoje

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CAR} + $$

Nível
2

(Arredonda para Baixo)

HEALING
HIT POINTS

Nível de
Paladino

Outros

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

(Arredonda para Baixo)

MERCIES

Nível

3

12

6

15

9

18

MAGIAS PREPARADAS

☐ ☐ ☐

Magia do Domínio + 1

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

Magia do Domínio + 1

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

Magia do Domínio + 1

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

Magia do Domínio + 1

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

DIVINE BOND

HOLY SYMBOL OF

Nível
5

Bonuses
1

Usos
Diários
1

9

2

10

2

13

3

15

3

17

4

DURATION

Nível de
Paladino

$$\boxed{} \text{ mins} = $$

☐ ☐ Uses
today

☐ +1 caster level on any Paladin spell

☐ +1 use /day of Lay On Hands

☐ +1 DC on Channel Positive Energy

☐ +1d6 Channel Energy damage

HOLY CHAMPION

Increase damage reduction to 10/evil.

Nível
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.