

PALADIN

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
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

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

ENERGIA ROLAGEM

Nível de
Paladino

Outros

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

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de
Paladino

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

(Arredonda para Baixo)

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

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

Conjurador
Nível

SMITE EVIL

FOES
PER DAY

Nível de
Paladino

Outros

Foes
Today

$$\boxed{} = \left(\div 3 \right) + $$

(Arredonda para Cima)

☐☐
☐☐

ATTACK
BONUS

Outros

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

DEFLECTION
BONUS

Outros

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

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

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

(Arredonda para Baixo)

☐☐☐
☐☐☐
☐☐☐

Nível
2

HEALING
HIT POINTS

Nível de
Paladino

Outros

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

(Arredonda para Baixo)

MERCIES

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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.