

HOSPITALER



(PALADIN)

Livello
da Paladino

Livello
da 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.

Livello
11

AURA OF HEALING

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.

Livello
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

Livello
3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Livello
4

Livello
da Chierico

Livello
da Paladino

= Livello
da Paladino - 3

INCANALARE AL GIORNO

Varie

Oggi

= 3 + CAR +

TIRO ROLL

Livello
da Chierico

Varie

d6 = $\left(\frac{\text{Livello da Chierico}}{2} \right) + \text{Varie}$

(Arrotond.per eccesso)

VOLONTÀ CD SALVEZZA

Livello
da Chierico

= 10 + $\left(\frac{\text{Livello da Chierico}}{2} \right) + \text{CAR}$

(Arrotondato per difetto)

LEGAME DIVINO

Livello
5

☐ CAVALCATURA SPECIALE ☐ ANIMA LEGATA

Nome

Tipo

☐ Evocati
oggi

Potenziamenti

INCANTESIMI

CD salvezza
incantesimi

Incantesimi
al giorno

Incantesimi
Base

Inc. bonus
CHA

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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

PUNIRE IL MALE

NEMICI AL GIORNO

Livello
da Paladino

Varie

Nemici
oggi

= $\left(\frac{\text{Livello da Paladino}}{6} \right) - 1 + \text{Varie}$

(Arrotond.per eccesso)

ATTACCO BONUS

Varie

+ = CAR +

DEVIAZIONE BONUS

Varie

+ CA = CAR +

Un attacco riuscito con punire il male
oltrepassa la Riduzione del Danno

Il danno bonus contro esterni malvagi,
draghi malvagi e non morti si applica
al primo attacco riuscito

DANNI BONUS

Livello
da Paladino

Varie

+ = +

DANNI ai MALVAGI BONUS

Livello
da Paladino

Varie

+ = $\left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$

IMPOSIZIONE DELLE MANI

USI PER DAY

Livello
da Paladino

Varie

Usi oggi

= $\left(\frac{\text{Livello da Paladino}}{2} \right) + \text{CAR} + \text{Varie}$

(Arrotondato per difetto)

Livello

2

GUARIRE HIT POINTS

Livello
da Paladino

Varie

d6 = $\left(\frac{\text{Livello da Paladino}}{2} \right) + \text{Varie}$

(Arrotondato per difetto)

INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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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.