

# WARRIOR OF THE HOLY LIGHT



DEL

(PALADIN)

Livello  
da Paladino

## 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 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.

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

Incanalare energia positiva consuma 2 usi della capacità di Imposizione delle mani

TIRO  
ROLL

Livello  
da Paladino

Varie

$$\boxed{\phantom{000}}_{d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(Arrotond.per eccesso)

VOLONTÀ  
CD SALVEZZA

Livello  
da Paladino

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CAR}$$

(Arrotondato per difetto)

## LEGAME DIVINO

Livello  
5

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA  
Nome

Tipo

☐ Evocati  
oggi

Potenziamenti

## SHINING LIGHT

Livello  
14

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.

DAMAGE /  
HEALING

Livello  
da Paladino

$$\boxed{\phantom{000}}_{d6} = \phantom{000} \div 2 \quad (\text{Arrotondato per difetto})$$

REFLEX  
SAVE DC

Livello  
da Paladino

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CAR}$$

Livello  
17

Twice per day

Livello  
20

Thrice per day

## PUNIRE IL MALE

NEMICI  
AL GIORNO

Livello  
da Paladino

Varie

Nemici  
oggi

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Arrotond.per eccesso)

ATTACCO  
BONUS

Varie

$$+ \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

DEVIAZIONE  
BONUS

Varie

$$+ \text{CA} \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

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

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

DANNI ai MALVAGI  
BONUS

Livello  
da Paladino

Varie

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## IMPOSIZIONE DELLE MANI

USI  
PER DAY

Livello  
da Paladino

Livello  
da Paladino

Varie

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \left( \phantom{000} \div 4 \right) + \text{CAR} + \phantom{000}$$

Livello

(Arrotondato per difetto)

(Arrotondato per difetto)

2

GUARIRE  
HIT POINTS

Livello  
da Paladino

Varie

$$\boxed{\phantom{000}}_{d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(Arrotondato per difetto)

Usi oggi

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## INDULGENZE

Livello

3

6

9

12

15

18

## POWER OF FAITH

Livello

Aura

Radius

Bonus

morale

Ability

Damage

Healing

Energy

Resistance

Avoid

Critical

Hits

4

9 m

+1

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack, damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed critical hits into normal hits.

## 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.