

WARRIOR OF THE HOLY LIGHT



OF

(PALADIN)

Nível de
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

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
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

SHINING LIGHT

Nível
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

Nível de
Paladino

$$\boxed{}_{d6} = \div 2$$

(Arredonda para Baixo)

REFLEX
SAVE DC

Nível de
Paladino

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

(Arredonda para Baixo)

Nível
17

Twice per day

Nível
20

Thrice per day

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

Nível de
Paladino

Outros

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

Nível
2

(Arredonda para Baixo)

(Arredonda para Baixo)

HEALING
HIT POINTS

Nível de
Paladino

Outros

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

(Arredonda para Baixo)

Hoje

MERCIES

Nível
3

6

9

12

15

18

POWER OF FAITH

Nível
4

Aura
Radius

10m

Bônus de
Moral

+1

Ability
Damage
Healing

Energy
Resistance

Avoid
Critical
Hits

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 chance to turn confirmed
critical hits into normal hits.

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.