

# DIVINE DEFENDER

DEL



(PALADIN)

Livello da Paladino - 3 =

Livello da Paladino

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

**TIRO ROLL**

Livello da Paladino Varie

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

(Arrotond.per eccesso)

**VOLONTÀ CD SALVEZZA**

Livello da Paladino

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

(Arrotondato per difetto)

## LEGAME DIVINO

Livello 5 ☐ CAVALCATURA ☐ ARMA ☐ ARMATURA

Nome ☐ Evocati oggi

Potenziamenti

## INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Inc. bonus CHA
1			
2			
3			
4			

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

Concentrazione  = **CAR** + Livello incantatore

## PUNIRE IL MALE

**NEMICI AL GIORNO**

Livello da Paladino Varie

$$\text{Nemici oggi} = \left( \frac{\text{Livello da Paladino}}{3} \right) + \text{Varie}$$

(Arrotond.per eccesso)

Nemici oggi

☐☐☐☐

**ATTACCO BONUS**

Varie

$$+ \text{CAR} + \text{Varie}$$

**DEVIAZIONE BONUS**

Varie

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

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

$$+ \text{Livello da Paladino} + \text{Varie}$$

**DANNI ai MALVAGI BONUS**

Livello da Paladino Varie

$$+ \text{Livello da Paladino} \times 2 + \text{Varie}$$

## IMPOSIZIONE DELLE MANI

**USI PER DAY**

Livello da Paladino Varie

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

(Arrotondato per difetto)

Usi oggi

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**GUARIRE HIT POINTS**

Livello da Paladino Varie

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

(Arrotondato per difetto)

## SHARED DEFENCE

Livello 3 **CA** **DMC** Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9 **+2** **+2**

15 **+3** **+3**

**CAR** Duration of bonus

Livello 6 Bonus granted to all allies within 10ft.  
Allies within range who reach lower than 0hp automatically stabilise.

Livello 12 Bonus granted to all allies within 15ft.  
Allies within range are immune to bleed damage

Livello 18 Bonus granted to all allies within 20ft.  
Allies within range gain a 25% chance to negate sneak or critical hit damage.

## 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.