

# UNDEAD SCOURGE

DEL



(PALADIN)

Liv  
del Paladino

Liv  
del 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 LIFE

Undead within 10ft take -4 penalty to will saves against  
positive energy, and do not heal from negative energy.

Livello  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Livello  
17

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

$$\boxed{\phantom{000}} d6 = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotond.per eccesso)

CD Salvezza

$$\boxed{\phantom{000}} = 10 + \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$$

(Arrotondato per difetto)

## LEGAME DIVINO

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Livello  
5

Nome

Tipo ☐ Evocazioni  
Oggi

Potenziamenti

## INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
<input type="checkbox"/>	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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione  $\boxed{\phantom{000}} = \text{CAR} + \text{Livello incantatore}$

## PUNIRE IL MALE

NEMICI  
AL GIORNO

$$\boxed{\phantom{000}} = \left( \frac{\text{Liv del Paladino}}{3} \right) + \text{Altro}$$

(Arrotond.per eccesso)

Nemici  
oggi

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BONUS

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

BONUS

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

Un attacco riuscito con punire il male

Smiting damage bonus applies double for  
successful strikes against evil outsiders,  
evil dragons and the undead.

BONUS

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

BONUS

$$\boxed{\phantom{000}} + \text{CAR} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

## IMPOSIZIONE DELLE MANI

USI

$$\boxed{\phantom{000}} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{CAR} + \text{Altro}$$

(Arrotondato per difetto)

Usi oggi

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☐  
☐

Livello  
2

GUARIRE  
HIT POINTS

$$\boxed{\phantom{000}} d6 = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotondato per difetto)

## INDULGENZE

Livello

3

12

6

15

9

18

## INCANTESIMI PREPARATI

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## UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature.  
If successful, it must make a will save or be destroyed.

Livello  
11

$$\boxed{\phantom{000}} = 10 + \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$$

Undead with twice as many hit dice are unaffected.

## 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.