

Liv  
del Paladino

Liv  
del Paladino - 3 = Livello  
incantatore

## DETECT EVIL

## DIVINE GRACE

Livello  Permessi a tutti

AURA

## ... AURA OF COURAGE

| AURA OF RIGHTEOUSNESS |   |
|-----------------------|---|
| Livello               | Gain damage reduction 5/evil.                             |
| 17                    | Immune to compulsion effects including magic.             |
|                       | Allies within 10ft get +4 to saves against charm effects. |

## Livello

## CHANNEL POSITIVE ENERGY

**CD Salvezza**

Liv  
del Paladino

$\boxed{\phantom{000000}} = 10 + \left( \phantom{000000} \div 2 \right) + \text{CAR}$

(Arrotondato per difetto)

Livello ☐ CAVALCATURA SPECIALE ☐ ARTE E MANIERA LEGATA

## Potenziamenti

| CD TS | Inc. | Inc. | Inc. bonus |
|-------|------|------|------------|
|-------|------|------|------------|

$$CD\ TS\ Incantesimo = 10 + CAR + Liv.\ Incantesimo$$

Concentrazione  = CAR + Livello incantatore

## VOW

## CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.  
Banish those you cannot kill. Purge the evil from those possessed by fiends.

| NEMICI | Liv | Memisi |
|--------|-----|--------|
|--------|-----|--------|

Un attacco riuscito con punire il male      oltrepassa la riduz dei danni.

## IMPOSIZIONE DELLE MANI

**GUARIRE**  
**HIT POINTS**

$\boxed{\text{d6}} = \left( \frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$  (Arrotondato per difetto)

| Livello | INDULGENZE |
|---------|------------|
| 3       | 15         |
| 6       | 18         |
| 12      |            |

☐ ☐ ☐ Resist energy ☐ ☐ ☐

|   |   |
|---|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Invisibility purge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>          |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                    | <b>3</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                    | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>          |

|  |   |
|--|---|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plane shift | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>          |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>             | <b>4</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>          |

Increase damage reduction to 10/civil

Increase damage reduction to 10/evil.

**Livello** On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  
**20** The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.