

PALADINO

DEL



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 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

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

TIRO
ROLL

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

(Arrotond.per eccesso)

CD Salvezza

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

(Arrotondato per difetto)

LEGAME DIVINO

Livello
5

☐ CAVALCATURA SPECIALE ☐ ARMA LEGATA

Nome

Tipo

☐ Evocazioni
Oggi

Potenzianti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione

$$= \text{CAR} + \text{Livello incantatore}$$

PUNIRE IL MALE

NEMICI
AL GIORNO

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

(Arrotond.per eccesso)

Nemici
oggi

☐☐
☐☐

BONUS

$$+ \text{CAR} = \text{CAR} + \text{Altro}$$

BONUS

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

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

$$+ = \text{Liv del Paladino} + \text{Altro}$$

BONUS

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

IMPOSIZIONE DELLE MANI

USI

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

(Arrotondato per difetto)

Usi oggi

☐☐☐
☐☐☐
☐☐☐

Livello
2

GUARIRE
HIT POINTS

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

(Arrotondato per difetto)

INDULGENZE

Livello

3

6

9

12

15

18

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.