

SACRED SERVANT

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
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

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

CD Salvezza

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

(Arrotondato per difetto)

DOMAIN

Livello Dominio

4

Poteri Donati

Poteri Donati

| Livello | CD | Usi al giorno | Livello | CD | Usi al giorno |
|---------|----|---------------|---------|----|---------------|
| | | | | | |
| | | | | | |
| | | | | | |

CALL CELESTIAL ALLY

Livello
8

Lesser Planar Ally

Liv del Paladino - 3 = Livello
Incantatore

12

Planar Ally

☐ Called
this week

16

Greater Planar Ally

INCANTESIMI

| CD TS Incantesimi | Inc. al giorno | Inc. Base | Inc. bonus CHA |
|-------------------|----------------|-----------|----------------|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione

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

PUNIRE IL MALE

NEMICI
AL GIORNO

$$\text{Nemici oggi} = \left(\frac{\text{Liv del Paladino}}{3} \right) + \left(\frac{\text{Liv del Paladino}}{6} \right) - 1 + \text{Altro}$$

(Arrotond.per eccesso) (Arrotond.per eccesso)

BONUS

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

Un attacco riuscito con punire il male

BONUS

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

oltrepassa la riduz dei danni.

BONUS

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

IMPOSIZIONE DELLE MANI

USI

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

(Arrotondato per difetto)

Livello
2

GUARIRE
HIT POINTS

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

(Arrotondato per difetto)

INDULGENZE

Livello

3

12

6

15

9

18

INCANTESIMI PREPARATI

| | | |
|--|---------------------|--|
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LEGAME DIVINO

HOLY SYMBOL OF

| Livello | Bonuses | Usi al giorno |
|---------|---------|---------------|
| 5 | 1 | 1 |
| 9 | | 2 |
| 10 | 2 | |
| 13 | | 3 |
| 15 | 3 | |
| 17 | | 4 |

DURATION

$$\text{min} = \text{Liv del Paladino}$$

☐ ☐ Uses today

- ☐ +1 caster level on any Paladin spell
- ☐ +1 use /day of Lay On Hands
- ☐ +1 DC on Channel Positive Energy
- ☐ +1d6 Channel Energy damage

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.