

# UNDEAD SCOURGE

DEL



(PALADIN)

Livello da Paladino - 3 = Livello Incantatore

Livello da Paladino

## 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.

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  
$$\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$$

(Arrotond.per eccesso)

**VOLONTÀ CD SALVEZZA**  
Livello da Paladino  
$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR}$$

(Arrotondato per difetto)

## LEGAME DIVINO

Livello 5 ☐ CAVALCATURA SPECIALE ☐ ANIMA LEGATA  
Nome

Tipo ☐ Evocati oggi

Potenziamenti

## INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi 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"/>
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CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

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

## PUNIRE IL MALE

**NEMICI AL GIORNO**  
Livello da Paladino Varie  
$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 3 \right) + \phantom{000}$$

(Arrotond.per eccesso)

Nemici oggi  
☐☐  
☐☐

**ATTACCO BONUS**  
Varie  
$$+ \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

**DEVIAZIONE BONUS**  
Varie  
$$+ \text{CA} \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

Un attacco riuscito con punire il male oltrepassa la Riduzione del Danno

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

**DANNI BONUS**  
Livello da Paladino Varie  
$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

**DANNI ai MALVAGI BONUS**  
Livello da Paladino Varie  
$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## IMPOSIZIONE DELLE MANI

**USI PER DAY**  
Livello da Paladino Varie  
$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR} + \phantom{000}$$

(Arrotondato per difetto)

Usi oggi  
☐☐☐  
☐☐☐  
☐☐☐

Livello 2 **GUARIRE HIT POINTS**  
Livello da Paladino Varie  
$$\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$$

(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 **VOLONTÀ CD SALVEZZA**  
Livello da Paladino  
$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR}$$

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.