

SHINING KNIGHT

DEL



(PALADIN)

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.

SKILLED RIDER

Livello 3 Take no armour check penalty when riding. Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Livello 4 Incanalare energia positiva consuma 2 usi della capacità di Imposizione delle mani

TIRO ROLL

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

(Arrotond.per eccesso)

CD Salvezza

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

(Arrotondato per difetto)

LEGAME DIVINO

Livello 5 **CAVALCATURA SPECIALE**

Nome

Tipo ☐ Evocazioni Oggi

Potenziamenti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

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

PUNIRE IL MALE

NEMICI AL GIORNO

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

(Arrotond.per eccesso)

Nemici oggi

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BONUS

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

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

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BONUS

Liv del Paladino Altro
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BONUS

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

IMPOSIZIONE DELLE MANI

USI

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

(Arrotondato per difetto)

Usi oggi

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Livello 2

GUARIRE HIT POINTS

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

(Arrotondato per difetto)

INDULGENZE

Livello

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INCANTESIMI PREPARATI

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KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

CD Salvezza

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

DURATION

Liv del Paladino
$$\text{rds} = \frac{\text{Liv del Paladino}}{2}$$

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.