

WARRIOR OF THE HOLY LIGHT



DEL

(PALADIN)

Liv
del 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 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
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

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

VOLONTÀ
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

Potenziamenti

SHINING LIGHT

Livello
14

Once per day, unleash a 30ft burst of pure white light,
damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons,
outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /
HEALING

$$\text{d6} = \frac{\text{Liv del Paladino}}{2}$$

(Arrotondato per difetto)

REFLEX
SAVE DC

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

(Arrotondato per difetto)

Livello
17

Twice per day

Livello
20

Thrice per day

PUNIRE IL MALE

NEMICI
AL GIORNO

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

(per eccesso)

Nemici
oggi

☐☐
☐☐

ATTACCO
BONUS

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

DEVIAZIONE
BONUS

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

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

DANNI
BONUS

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

DANNI MALVAGI
BONUS

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

IMPOSIZIONE DELLE MANI

USI
PER DAY

$$\text{ } = \left(\frac{\text{Liv del Paladino}}{2} \right) + \left(\frac{\text{Liv del Paladino}}{4} \right) + \text{CAR} + \text{Altro}$$

(Arrotondato per difetto) (Arrotondato per difetto)

Livello
2

GUARIRE
HIT POINTS

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

(Arrotondato per difetto)

Usi oggi
☐☐☐☐
☐☐☐☐
☐☐☐☐

INDULGENZE

Livello
3

6

9

12

15

18

POWER OF FAITH

Livello	Aura Radius	Bonus morale	Ability Damage Healing	Energy Resistance	Avoid Critical Hits
4	9 m	+1			
8			1d4		
12				10	
16					25%
20	60ft	+2	2d4	20	50%

As a standard action create an aura affecting
allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack,
damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed
critical hits into normal hits.

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.