

# DIVINE DEFENDER



DEL

(PALADIN)

Liv del Paladino

Liv del Paladino

Livello Incantatore

-3

## 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

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

TIRO ROLL

Liv del Paladino

Altro

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

(Arrotond.per eccesso)

CD Salvezza

Liv del Paladino

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

(Arrotondato per difetto)

## LEGAME DIVINO

Livello

5

☐ CAVALCATURA ☐ ARMA

☐ ARMATURA

Nome

Tipo

☐ Evocazioni Oggi

Potenzianti

## INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					<input type="checkbox"/>
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	3					<input type="checkbox"/>
	4					<input type="checkbox"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione

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

## PUNIRE IL MALE

NEMICI AL GIORNO

Liv del Paladino

Altro

Nemici oggi

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

(Arrotond.per eccesso)

BONUS

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

BONUS

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

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

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

BONUS

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

## IMPOSIZIONE DELLE MANI

USI

Liv del Paladino

Altro

Usi oggi

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

(Arrotondato per difetto)

Livello

2

GUARIRE HIT POINTS

Liv del Paladino

Altro

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

(Arrotondato per difetto)

## SHARED DEFENCE

Livello

3

CA

+1

DMC

+1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

15

+3

+3

CAR rds Duration of bonus

Livello

6

Bonus granted to all allies within 10ft.

Allies within range who reach lower than 0hp automatically stabilise.

Livello

12

Bonus granted to all allies within 15ft.

Allies within range are immune to bleed damage

Livello

18

Bonus granted to all allies within 20ft.

Allies within range gain a 25% chance to negate sneak or critical hit damage.

## 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.