

HOSPITALER



(PALADIN)

Nível de
Paladino

Nível de
Paladino

- 3 =

Conjurador
Nível

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

Nível
2

CAR

Bonus to all
saving throws

AURA

Nível
3

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Nível
8

AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

AURA OF HEALING

Nível
11

Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make
an extra saving throw against curses, disease or poison.

Nível
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nível
17

Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Nível
3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Nível
4

Nível de
Clérigo

=

Nível de
Paladino - 3

CHANNEL
PER DAY

Outros

Today

= 3 + CAR +

□□□
□□□
□□□

ENERGIA
ROLAGEM

Nível de
Clérigo

Outros

d6 = (÷ 2) +
(Arredonda para Cima)

VONTADE
CD DE RESISTÊNCIA

Nível de
Clérigo

= 10 + (÷ 2) + CAR
(Arredonda para Baixo)

DIVINE BOND

Nível
5

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Nome

Tipo

☐ Summoned
Today

Enhancements

MAGIAS

Teste de
Resistência CD

Magias
por dia

=

Base
Magia

+

Bonus Spells
CHA

1					
2					
3					
4					

Resistência a Magia CD = 10 + CAR + Nível da Magia

SMITE EVIL

FOES
PER DAY

Nível de
Paladino

Outros

Foes
Today

= (÷ 6) - 1 +
(Arredonda para Cima)

□□□
□□□

ATTACK
BONUS

Outros

+ = CAR +

DEFLECTION
BONUS

Outros

+ CA = CAR +

A successful strike with smite evil
bypasses damage reduction.

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

DAMAGE
BONUS

Nível de
Paladino

Outros

+ = +

EVIL DAMAGE
BONUS

Nível de
Paladino

Outros

+ = (× 2) +

LAY ON HANDS

USOS
POR DIA

Nível de
Paladino

Outros

Hoje

= (÷ 2) + CAR +
(Arredonda para Baixo)

□□□ □□□
□□□ □□□
□□□ □□□

Nível
2

HEALING
HIT POINTS

Nível de
Paladino

Outros

d6 = (÷ 2) +
(Arredonda para Baixo)

MERCIES

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

□□□

□□□

□□□

1

□□□

□□□

□□□

□□□

□□□

□□□

2

□□□

□□□

□□□

□□□

□□□

□□□

3

□□□

□□□

□□□

□□□

4

□□□

□□□

□□□

HOLY CHAMPION

Increase damage reduction to 10/evil.

Nível

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.