

SHINING KNIGHT

OF



(PALADIN)

Nível de Paladino - 3 = Conjurador Nível

Nível de 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

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.

Nível 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.

Nível 14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nível 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

Nível 3

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

CHANNEL POSITIVE ENERGY

Nível 4

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGIA ROLAGEM

Nível de Paladino

Outros

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$$

(Arredonda para Baixo)

DIVINE BOND

Nível 5

SPECIAL MOUNT

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

Concentração

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

Conjurador Nível

SMITE EVIL

FOES PER DAY

Nível de Paladino

Outros

Foes Today

$$\boxed{} = \left(\div 3 \right) + $$

(Arredonda para Cima)

☐☐
☐☐

ATTACK BONUS

Outros

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

DEFLECTION BONUS

Outros

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

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

$$+ \boxed{} = + $$

EVIL DAMAGE BONUS

Nível de Paladino

Outros

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USOS POR DIA

Nível de Paladino

Outros

Hoje

$$\boxed{} = \left(\div 2 \right) + \text{CAR} + $$

(Arredonda para Baixo)

☐☐☐
☐☐☐
☐☐☐

Nível 2

HEALING HIT POINTS

Nível de Paladino

Outros

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

(Arredonda para Baixo)

MERCIES

Nível

3

12

6

15

9

18

MAGIAS PREPARADAS

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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.

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

Nível

11

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$$

DURATION

Nível de Paladino

$$\boxed{}_{\text{rds}} = \div 2$$

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.