

UNDEAD SCOURGE

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 LIFE

Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

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 ☐ BONDED WEAPON

Nome

Tipo ☐ Summoned Today

Enhancements

MAGIAS

Teste de Resistência CD	Magias por dia	= Base Magia	+ Bonus Spells CHA
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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 successful strikes 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

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

(Arredonda para Baixo)

Hoje
☐☐☐☐
☐☐☐☐
☐☐☐☐

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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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Nível 11

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

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

Undead with twice as many hit dice are unaffected.

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.