

PALADIN

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.

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

$$d6 = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{Outros}$$

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

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

(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
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2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração $\text{CD} = \text{CAR} + \text{Nível de Conjurador}$

SMITE EVIL

FOES PER DAY

Nível de Paladino Outros

$$\text{Foes Today} = \left(\frac{\text{Nível de Paladino}}{3} \right) + \text{Outros}$$

(Arredonda para Cima)

Foes Today

☐☐☐☐

ATTACK BONUS

Outros

$$+ \text{CAR} = \text{Attack Bonus}$$

DEFLECTION BONUS

Outros

$$+ \text{CA} = \text{Deflection Bonus}$$

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

$$+ \text{Nível de Paladino} = \text{Damage Bonus}$$

EVIL DAMAGE BONUS

Nível de Paladino Outros

$$+ \text{Nível de Paladino} \times 2 = \text{Evil Damage Bonus}$$

LAY ON HANDS

USOS POR DIA

Nível de Paladino Outros

$$\text{Usos} = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{CAR}$$

(Arredonda para Baixo)

Hoje

☐☐☐☐☐☐☐☐☐☐

Nível 2

HEALING HIT POINTS

Nível de Paladino Outros

$$d6 = \left(\frac{\text{Nível de Paladino}}{2} \right) + \text{Outros}$$

(Arredonda para Baixo)

MERCIES

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

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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.