Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects. +	ttros
Nível de Paladino - 3 = Conjurador Nível ATTACK BONUS 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 CAR Bonus to all saving throws **DIVINE GRACE Nível AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível AURA OF RESOLVE Immune to charm effects including magic. AURA OF JUSTICE Nível Spend two uses of Smite Evil to grant allies the ability to smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil. The hours lasts 1 minute, but must be used in smite evil auras nearby. A successful strike with smite evil smite evil bypasses damage reduction. Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead. EVIL DAMAGE BONUS Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead. EVIL DAMAGE BONUS Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead. EVIL DAMAGE BONUS Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead. EVIL D	, , , , , , , , , , , , , , , , , , ,
ATTACK BONUS Outros DEFLECTION BONUS Outros Outros + CA = CAR + DIVINE GRACE Nivel CAR Bonus to all saving throws AURA Nivel AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against charm effects. Nivel 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 smite evil. The bonus last 1 minute, but must be used in smite evil. The bonus last 1 mi	
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	, , , , , , , , , , , , , , , , , , ,
Does not detect any other evil auras nearby. CAR	, , , , , , , , , , , , , , , , , , ,
A successful strike with smite evil bypasses damage reduction. AURA AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível 8 Immune to somite evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in smite evil avainable for the first successful strike against evil outsiders, evil dragons and the undead. Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead. BOMMAGE BONUS Paladino Outros Hoje AURA OF RESOLVE ILAY ON HANDS USOS POR DIA Nível de Paladino Outros Hoje ** 2) + CAR +	, , , , , , , , , , , , , , , , , , ,
bypasses damage reduction. AURA AURA AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível MURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível 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 smite evil. The bonus lasts 1 minute, but must be used in smite evil outsiders, evil dragons and the undead. BOMMAGE BONUS Nível de Paladino Outros LAY ON HANDS USOS POR DIA Nível de Paladino Outros Hoje CAR +	, , , , , , , , , , , , , , , , , , ,
Nível AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.	, , , , , , , , , , , , , , , , , , ,
Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects. +	, , , , , , , , , , , , , , , , , , ,
Nível 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. Nível Porr DIA Nível de Paladino Outros Hoje Nível Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in	,
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects. USOS POR DIA Nível de Paladino Outros Hoje 11 smite evil. The bonus lasts 1 minute, but must be used in	
Allies within 10ft get +4 to saves against charm effects. Nivel 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	
AURA OF JUSTICE Nível Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in	
smite evil. The bonus lasts 1 minute, but must be used in	
the first round. Nível (Arredonda para Baixo) Nível ATIPA OF FAITH 2 HEALING Nível de	
Nível AURA OF FAITH 4 HEALING Nível de 14 Weapons considered Good aligned for overcoming DR. 4 HEALING Nível de HIT POINTS Paladino Outros	
AURA OF RIGHTEOUSNESS $ d6 = (\div 2) + $	
Nivel Gain damage reduction 5/evil. (Arredonda para Baiyo)	
17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. MERCIES	
Nível 3	
3 Immune to all diseases including magic.	
CHANNEL POSITIVE ENERGY	
Nível Channelling positive energy uses up two of today's	
4 uses of Lay On Hands. ENERGIA Nível de	
ROLAGEM Nivel de ROLAGEM Paladino Outros 15	
d6 = (÷ 2) + 18	
VONTADE (Arredonda para Cima) Nível de MAGIAS PREPARADAS	
CD DE RESISTÊNCIA Paladino	
= 10 + (÷ 2) + CAR	
(Arredonda para Baixo)	
DIVINE BOND	
Nível Nome SPECIAL MOUNT BONDED WEAPON 2	
5 None	
Tipo Summoned	
Enhancements	
MAGIAS O O O O	
Teste de Magias Base Bonus Spells HOLV CHAMPION	
Resistência CD por dia Magia CHA Increase damage reduction to 10/evil.	
Nível On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. 2 The effect of Smite Evil ends after this attack.	
On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.	
3	
Resistência a Magia CD = 10 + CAR + Nível da Magia	
Concentração = CAR + Conjurador Nível	

SMITE EVIL