

TEST DMG

CA 9

31 HP

Razza: Zombie | Classe: Paladin 3 | Campagna: Dark Age of Camelot | Edizione: D&D 2014

Iniziativa -1

Velocità 30 ft

FORZA

-2

7

DESTREZZA

-1

9

COSTITUZIONE

+3

16

INTELLIGENZA

-3

5

SAGGEZZA

-1

8

CARISMA

-3

4

TIRI SALVEZZA

<input type="radio"/> Forza	-2
<input type="radio"/> Destrezza	-1
<input type="radio"/> Costituzione	+3
<input type="radio"/> Intelligenza	-3
<input checked="" type="radio"/> Saggezza	+1
<input checked="" type="radio"/> Carisma	-1

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

ABILITÀ & COMPETENZA (+2)

<input type="radio"/> Acrobazia (Des)	-1
<input type="radio"/> Addestrare Animali (Sag)	-1
<input type="radio"/> Arcano (Int)	-3
<input type="radio"/> Atletica (For)	-2
<input type="radio"/> Inganno (Car)	-3
<input type="radio"/> Storia (Int)	-3
<input checked="" type="radio"/> Intuizione (Sag)	+1
<input checked="" type="radio"/> Intimidire (Car)	-1
<input type="radio"/> Indagine (Int)	-3
<input checked="" type="radio"/> Medicina (Sag)	+1
<input type="radio"/> Natura (Int)	-3
<input type="radio"/> Percezione (Sag)	-1
<input type="radio"/> Intrattenimento (Car)	-3
<input type="radio"/> Persuasione (Car)	-3
<input checked="" type="radio"/> Religione (Int)	-1
<input type="radio"/> Rapidità di Mano (Des)	-1
<input type="radio"/> Furtività (Des)	-1
<input type="radio"/> Sopravvivenza (Sag)	-1

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Paladin

- **Level:** 3
- **Lay On Hands:** 15 HP totali /LR
- **Channel Div:** 1
- **Divine Smite:** max 2dX (usa spell slot)
- **Aura Range:** 10 ft

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Zombie

Background: Acolyte

Lingue conosciute: Any 2 Languages

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Sempre Preparati (non contano nel limite)

Oathbreaker: Hellish Rebuke Inflict Wounds

RISORSE / RESOURCES

Slot Incantesimo

Slot di 1° livello r. lungo

Generale

Ispirazione

Paladino

Percepire il Divino r. lungo

Incanalare Divinità r. breve

Imposizione delle Mani (PF) _____ / 15 r. lungo

)}}

Tratti, talenti e incantesimi del personaggio riportati per esteso: giocabile senza manuale.

TRATTI RAZZIALI — TESTO COMPLETO

Creature Type

You are Undead.

Undead Fortitude

If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

Undead Nature

You are immune to poison damage, and you can't be poisoned. You don't require air, food, drink, or sleep.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages

You can't speak, but you can understand the languages you knew in life.

PRIVILEGI DI PALADIN (LV 3) — TESTO COMPLETO

Senso del Divino (Lv 1)

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind Cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Imponi le Mani (Lv 1)

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Castigo Divino (Lv 2)

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Stile di Combattimento (Lv 2)

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

Lancio di Incantesimi (Lv 2)

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See 10 for the general rules of spellcasting and 11 for the paladin spell list.

Preparing and Casting Spells.

The Paladin table shows how many spell slots you have to cast your paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell.

Spell.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your paladin spells.

Incanalare Divinità (Lv 3)

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Channel Divinity: Harness Divine Power (Lv 3)

optional feature)

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

Salute Divina (Lv 3)

By 3rd level, the divine magic flowing through you makes you immune to disease.

Giuramento Sacro (Lv 3)

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose from the list of available oaths.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells.

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent paladin might be forced to abandon this class and adopt another, or perhaps to take the Oathbreaker paladin option that appears in the Dungeon Master's Guide.

STILE DI COMBATTIMENTO (PALADIN) — TESTO COMPLETO

Dueling

Bonus di +2 ai tiri per i danni quando impugni un'arma da mischia in una mano e nessun'altra arma.

INCANTESIMI — TESTO COMPLETO

Incantesimi di 1° Livello

Ribellione Infernale (Invocazione — PHB 2014)

Tempo: 1 reazione | **Gittata:** 60 ft (18 m) | **Componenti:** V, S | **Durata:** Istantanea

Punti il dito, e la creatura che ti ha danneggiato è momentaneamente avvolta da fiamme infernali. La creatura deve effettuare un tiro salvezza di Destrezza. Subisce 2d10 danni da fuoco se il tiro salvezza fallisce, o la metà se riesce.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d10 for each slot level above 1st.

Ferite inflitte (Negromanzia — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S | **Durata:** Istantanea

Effettua un attacco magico corpo a corpo contro una creatura che puoi raggiungere. Se l'attacco colpisce, il bersaglio subisce 3d10 danni necrotici.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 3d10 for each slot level above 1st.
