

# PALADÍN JURAMENTADO



DE

Nivel de  
Paladín

Nivel de  
Paladín - 3 = Nivel de  
Lanzador

## 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

Nivel  
2

CAR

Bonus to all  
saving throws

## AURA

Nivel  
3

### AURA OF COURAGE

Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Nivel  
8

### AURA OF RESOLVE

Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

Nivel  
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.

Nivel  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nivel  
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

Nivel  
3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Nivel  
4

Gain evasion, but only against the breath weapon of dragons.

## VÍNCULO DIVINO

Nivel  
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Nombre

Tipo ☐ Invocado  
Hoy

Mejoras

## CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuro Base	Conjuros Adicionales + CAR
1	1		
2	2		
3	3		
4	4		

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración  = CAR + Nivel de Lanzador

# Oath against the Wyrms

VOW

## CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.  
Protect the innocent against the predation of dragons.

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000} \text{ (Redondear arriba)}$$

BONUS  
BONUS

Misc

BONUS  
BONUS

Misc

$$+ \boxed{\phantom{000}} = \text{CAR} + \phantom{000} \quad + \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

Un golpe que acierta con Castigar el Mal sobrepasa la reducción del daño

El bon de daño por castigo se aplica el doble para el primer golpe exitoso contra ajenos malignos, dragones malignos y muertos vivientes.

BONUS  
BONUS

Nivel de  
Paladín

Misc

BONUS DAÑO  
BONUS

Nivel de  
Paladín

Misc

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## IMPOSICIÓN DE MANOS

USOS  
PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CAR} + \phantom{000} \text{ (Redondear abajo)}$$

Nivel  
2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000} \text{ (Redondear abajo)}$$

Nivel MISERICORDIAS

3

12

6

15

9

18

## CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> Enlarge person	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> Bear's endurance	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> Volar	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> Stoneskin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Nivel  
20

On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.