SHINING KNIGHT

DE

(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

Nivel de Paladín

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.

SKILLED RIDER

Nivel 3
Take no armour check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Nivel 4
Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA
ROLL

[ ] d6 = (Nivel de Paladín ÷ 2) + Misc
(Redondear arriba)

CD SALV
VOLUNTAD

[ ] = 10 + (Nivel de Paladín ÷ 2) + CAR
(Redondear abajo)

VÍNCULO DIVINO

Nivel 5 — **MONTURA DIVINA**
Nombre

Tipo — ☐ Invocado Hoy

Mejoras

CONJUROS

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

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración [ ] = CAR + Nivel de Lanzador

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

[ ] = (Nivel de Paladín ÷ 3) + Misc
(Redondear arriba)

Enemigos Hoy

BONUS
BONUS

[+] = CAR + Misc

BON
BONUS

[+ CA] = CAR + Misc

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 × 2) + Misc

IMPOSICIÓN DE MANOS

Nivel 2

USOS
PER DAY

[ ] = (Nivel de Paladín ÷ 2) + CAR + Misc
(Redondear abajo)

Usos Hoy

CURACIÓN
PUNTOS GOLPE

[ ] d6 = (Nivel de Paladín ÷ 2) + Misc
(Redondear abajo)

MISERICORDIAS

Nivel	
3	12
6	15
9	18

CONJUROS PREPARADOS

☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.
If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

Nivel 11

CD SALV
VOLUNTAD

[ ] = 10 + (Nivel de Paladín ÷ 2) + CAR

Duración

[ ] turnos = Nivel de Paladín ÷ 2

HOLY CHAMPION

Nivel 20

Increase damage reduction to 10/evil.
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.