

WARRIOR OF THE HOLY LIGHT



DE

(PALADIN)

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
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

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

TIRADA DE ENERGÍA

Nivel de
Paladín

Misc

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

(Redondear arriba)

VOL SAVE DC

Nivel de
Paladín

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$$

(Redondear abajo)

VÍNCULO DIVINO

Nivel
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Nombre

Tipo

☐ Invocado
Hoy

Mejoras

SHINING LIGHT

Nivel
14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE / HEALING

Nivel de
Paladín

$$\boxed{}_{d6} = \div 2$$

(Redondear abajo)

REFLEX SAVE DC

Nivel de
Paladín

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR}$$

(Redondear abajo)

Nivel
17

Dos veces al día

Nivel
20

Thrice per day

CASTIGAR AL MAL

ENEMIGOS AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

$$\boxed{} = \left(\div 3 \right) + $$

(Redondear arriba)

BONUS BONUS

Misc

$$+ \boxed{} = \text{CAR} + $$

BONUS BONUS

Misc

$$+ \boxed{\text{CA}} = \text{CAR} + $$

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

$$+ \boxed{} = + $$

BONUS DAÑO BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de
Paladín

Nivel de
Paladín

Misc

$$\boxed{} = \left(\div 2 \right) + \left(\div 4 \right) + \text{CAR} + $$

Nivel

(Redondear abajo)

(Redondear abajo)

2

CURACIÓN PUNTOS GOLPE

Nivel de
Paladín

Misc

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

(Redondear abajo)

Usos Hoy

☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

MISERICORDIAS

Nivel

3

6

9

12

15

18

POWER OF FAITH

Nivel

Aura
Radius

Bon de
Moral

Ability
Damage
Healing

Energy
Resistance

Avoid
Critical
Hits

4

30'

+1

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

HOLY CHAMPION

Nivel

Increase damage reduction to 10/evil.

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.