

UNDEAD SCOURGE



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 LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

TIRADA DE ENERGÍA

Nivel de Paladín Misc
$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

(Redondear arriba)

VOL SAVE DC

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

(Redondear abajo)

VÍNCULO DIVINO

Nivel **5** ☐ MONTURA DIVINA ☐ ARMA VINCULADA
Nombre

Tipo ☐ Invocado Hoy

Mejoras

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales CAR
<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración
$$\boxed{} = \text{CAR} + $$
 Nivel de Lanzador

CASTIGAR AL MAL

ENEMIGOS AL DÍA

Nivel de Paladín Misc
$$\boxed{} = \left(\frac{}{} \div 3 \right) + $$

(Redondear arriba)

BON BONUS

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

BON BONUS

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

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

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

BON BONUS

Nivel de Paladín Misc
$$+ \boxed{} = + $$

BON DAÑO BONUS

Nivel de Paladín Misc
$$+ \boxed{} = \left(\times 2 \right) + $$

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de Paladín Misc
$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CAR} + $$

(Redondear abajo)

Usos Hoy

☐☐☐☐
☐☐☐☐
☐☐☐☐

CURACIÓN PUNTOS GOLPE

Nivel de Paladín Misc
$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

(Redondear abajo)

MISERICORDIAS

Nivel 3	12
6	15
9	18

CONJUROS PREPARADOS

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<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"/>

UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

VOL SAVE DC

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

Undead with twice as many hit dice are unaffected.

HOLY CHAMPION

Increase damage reduction to 10/evil.

Nivel **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.