

# DIVINE DEFENDER



DE

(PALADIN)

Nivel de  
Paladín - 3 =

Nivel de  
Paladín

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

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos

## TIRADA DE ENERGÍA

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear arriba)

## VOL SAVE DC

Nivel de  
Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Redondear abajo)

## VÍNCULO DIVINO

Nivel  
5

☐ MONTURA ☐ ARMA ☐ ARMADURA

Nombre

Tipo

☐ Invocado  
Hoy

Mejoras

## CONJUROS

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

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración  $\boxed{\phantom{00}} = \text{CAR} + \phantom{00}$  Nivel de Lanzador

## CASTIGAR AL MAL

### ENEMIGOS AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(Redondear arriba)

### BON BONUS

Misc

$$\boxed{+ \phantom{00}} = \text{CAR} + \phantom{00}$$

### BON BONUS

Misc

$$\boxed{+ \text{CA}} = \text{CAR} + \phantom{00}$$

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.

### BON BONUS

Nivel de  
Paladín

Misc

$$\boxed{+ \phantom{00}} = \phantom{00} + \phantom{00}$$

### BON DAÑO BONUS

Nivel de  
Paladín

Misc

$$\boxed{+ \phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## IMPOSICIÓN DE MANOS

### USOS PER DAY

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{00}$$

(Redondear abajo)

Usos Hoy

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

Nivel  
2

### CURACIÓN PUNTOS GOLPE

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear abajo)

## SHARED DEFENCE

Nivel  
3

CA  
+1

DMC  
+1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

☐☐☐  
CAR turnos

Duration  
of bonus

15

+3

+3

Nivel  
6

Bonus granted to all allies within 10ft.

Allies within range who reach lower than 0hp automatically stabilise.

Nivel  
12

Bonus granted to all allies within 15ft.

Allies within range are immune to bleed damage

Nivel  
18

Bonus granted to all allies within 20ft.

Allies within range gain a 25% chance to negate sneak or critical hit damage.

## CONJUROS PREPARADOS

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## 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.