

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.

HOLY REACH

Nivel 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

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 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 ROLL

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

CD SALV VOLUNTAD
 $\boxed{} = 10 + \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{CAR}$
(Redondear abajo)

VÍNCULO DIVINO

Nivel 5 ☐ MONTURA DIVINA ☐ ARMA VINCULADA

Tipo ☐ Invocado Hoy

Mejoras

HORDEBREAKER

Nivel 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.
When using Holy Reach, make extra attacks of opportunity equal to **CHA**.

CONJUROS

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

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

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

Oath against Savagery

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

CASTIGAR AL MAL

ENEMIGOS AL DÍA $\boxed{} = \left(\frac{\text{Nivel de Paladín}}{3} \right) + \text{Misc}$ (Redondear arriba) **Enemigos Hoy** $\boxed{} \boxed{} \boxed{} \boxed{}$

BONUS BONUS $\boxed{} + \text{CAR} = \text{CAR} + \text{Misc}$ **BON BONUS** $\boxed{} + \text{CA} = \text{CAR} + \text{Misc}$

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 $\boxed{} = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{Misc}$ **BONUS DAÑO BONUS** $\boxed{} = \left(\frac{\text{Nivel de Paladín}}{2} \right) \times 2 + \text{Misc}$

IMPOSICIÓN DE MANOS

USOS PER DAY $\boxed{} = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{CAR} + \text{Misc}$ (Redondear abajo) **Usos Hoy** $\boxed{} \boxed{} \boxed{} \boxed{} \boxed{} \boxed{} \boxed{} \boxed{}$
2 CURACIÓN PUNTOS GOLPE $\boxed{} d6 = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{Misc}$ (Redondear abajo)

Nivel 3	MISERICORDIAS	12
6		15
9		18

CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> <input type="checkbox"/> Protection from arrows	<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"/> <input type="checkbox"/> Acelerar	<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"/> <input type="checkbox"/> Divine power	<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"/>

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.