

# HOSPITALER



(PALADIN)

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.

## 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 HEALING

Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make  
an extra saving throw against curses, disease or poison.

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

Nivel de  
Clérigo

=

Nivel de  
Paladín - 3

## CANALIZAR AL DÍA

Misc

Hoy  
□□□  
□□□  
□□□

□□□ = 3 + CAR +

## TIRADA DE ENERGÍA

Nivel de  
Clérigo

Misc

□□□ d6 = ( ÷ 2 ) +

(Redondear arriba)

## VOL SAVE DC

Nivel de  
Clérigo

□□□ = 10 + ( ÷ 2 ) + CAR

(Redondear abajo)

## VÍNCULO DIVINO

Nivel  
5

□ MONTURA DIVINA □ ARMA VINCULADA  
Nombre

Tipo

□ Invocado  
Hoy

Mejoras

## CONJUROS

CD Salv  
de Conjuros

Conjuros  
al Día

= Conjuro Base + Conjuros Adicionales  
CAR

1	1	□□□□
2	2	□□□□
3	3	□□□□
4	4	□□□□

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

## CASTIGAR AL MAL

### ENEMIGOS AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy  
□□□  
□□□

□□□ = ( ÷ 6 ) - 1 +

(Redondear arriba)

### BONUS BONUS

Misc

+ □□□ = CAR +

### BONUS BONUS

Misc

+ CA = 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

+ □□□ = +

### BONUS DAÑO BONUS

Nivel de  
Paladín

Misc

+ □□□ = ( × 2 ) +

## IMPOSICIÓN DE MANOS

### USOS PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

□□□ □□□  
□□□ □□□  
□□□ □□□

□□□ = ( ÷ 2 ) + CAR +

(Redondear abajo)

Nivel  
2

### CURACIÓN PUNTOS GOLPE

Nivel de  
Paladín

Misc

□□□ d6 = ( ÷ 2 ) +

(Redondear abajo)

## MISERICORDIAS

Nivel

3

6

9

12

15

18

## CONJUROS PREPARADOS

□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□

## 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.