

PALADÍN JURAMENTADO



DE

Nivel de
Paladín

Nivel de
Paladín - 3 = Nivel de
Lanzador

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Nivel
2

CAR

Bonus to all
saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

Nivel 3 Allies within 10ft get +4 to saves against fear effects.

GHOST TOUCH AURA

Armour gains the ghost touch property.
From level 9, apply to shield as well.

Nivel
8

AURA OF LIFE

+4 to save against negative levels. Allies within 10ft get +2 against these saves.

Nivel
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nivel Gain damage reduction 5/evil.
17 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

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

VOL SAVE DC

Nivel de
Paladín

(Redondear arriba)

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

(Redondear abajo)

Nivel
11

Channelling positive energy against the undead for just one use of Lay On Hands.

VÍNCULO DIVINO

Nivel
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Tipo

☐ Invocado
Hoy

Mejoras

CONJUROS

CD Salv
de Conjuros

Conjuros
al Día

= Conjuro Base + Conjuros Adicionales
CAR

1			
2			
3			
4			

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración

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

Nivel de
Lanzador

Oath against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead,
blessing or burning the corpses as necessary.

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

$$\boxed{} = \left(\frac{}{3} \right) + \text{ (Redondear arriba)}$$

BON
BONUS

Misc

BON
BONUS

Misc

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

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

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 vivos.

BON
BONUS

Nivel de
Paladín

Misc

BON DAÑO
BONUS

Nivel de
Paladín

Misc

$$+ \boxed{} = + $$

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

Usos Hoy

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

(Redondear abajo)

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

$$\boxed{}_{d6} = \left(\frac{}{2} \right) + \text{ (Redondear abajo)}$$

Nivel
6

MISERICORDIAS

15

12

18

CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<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"/> Darkvision	<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"/> Searing light	<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"/> Halt undead	<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.