

# 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.

## DIVINE GRACE

Nivel  
2

CAR

Bonus to all  
saving throws

## AURA

Nivel  
3

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.

## 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		<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"/>
	3		<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"/>

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración ☐ = CAR + Nivel de Lanzador

# Oath of Vengeance

VOW

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

☐ = ( ☐ ÷ 3 ) + ☐ (Redondear arriba)

☐☐  
☐☐

BON  
BONUS

Misc

BON  
BONUS

Misc

+ ☐ = CAR + ☐

+ 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.

BON  
BONUS

Nivel de  
Paladín

Misc

BON DAÑO  
BONUS

Nivel de  
Paladín

Misc

+ ☐ = ☐ + ☐

+ ☐ = ( ☐ × 2 ) + ☐

Nivel  
11

### POWERFUL JUSTICE

Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.  
Allies gain the damage bonus, not the attack bonus.

## IMPOSICIÓN DE MANOS

USOS  
PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

Nivel ☐ = ( ☐ ÷ 2 ) + CAR + ☐ (Redondear abajo)

☐☐☐☐  
☐☐☐☐

Nivel  
2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

d6 = ( ☐ ÷ 2 ) + ☐ (Redondear abajo)

Nivel  
3

### MISERICORDIAS

12

6

15

9

18

Nivel  
8

### CHANNEL WRATH

Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

## CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<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"/> Confess	<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"/> Blessing of fervour	<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"/> Order's wrath	<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.