

# WARRIOR OF THE HOLY LIGHT



DE

(PALADIN)

Nivel de  
Paladín

## 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  
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 DIVINA ☐ ARMA VINCULADA

Nombre

Tipo

☐ Invocado  
Hoy

Mejoras

## SHINING LIGHT

Nivel  
14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

### DAMAGE / HEALING

Nivel de  
Paladín

$$\boxed{\phantom{00}}_{d6} = \phantom{00} \div 2$$

(Redondear abajo)

### REFLEX SAVE DC

Nivel de  
Paladín

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

(Redondear abajo)

Nivel  
17

Dos veces al día

Nivel  
20

Thrice per day

## 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

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

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

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \left( \phantom{00} \div 4 \right) + \text{CAR} + \phantom{00}$$

Nivel

(Redondear abajo)

(Redondear abajo)

2

### CURACIÓN PUNTOS GOLPE

Nivel de  
Paladín

Misc

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

(Redondear abajo)

Usos Hoy

☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐

## MISERICORDIAS

Nivel

3

6

9

12

15

18

## POWER OF FAITH

Nivel

Aura  
Radius

Bon de  
Moral

Ability  
Damage  
Healing

Energy  
Resistance

Avoid  
Critical  
Hits

4

30'

+1

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

## HOLY CHAMPION

Nivel

Increase damage reduction to 10/evil.

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.