

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

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Nivel
8

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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
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 DE ENERGÍA

Nivel de
Paladín

Misc

$$\boxed{} d6 = \left(\div 2 \right) + \quad \text{(Redondear arriba)}$$

VOL SAVE DC

Nivel de
Paladín

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR} \quad \text{(Redondear abajo)}$$

VÍNCULO DIVINO

Nivel ☐ MONTURA DIVINA ☐ ARMA VINCULADA
5

Tipo ☐ Invocado
Hoy

Mejoras

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} + $ Nivel de Lanzador

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

CASTIGAR AL MAL

ENEMIGOS AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

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

BON BONUS

Misc

BON BONUS

Misc

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

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 vivientes.

BON BONUS

Nivel de
Paladín

Misc

BON DAÑO BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de
Paladín

Misc

Usos Hoy

$$\boxed{} = \left(\div 2 \right) + \text{CAR} + \quad \text{(Redondear abajo)}$$

CURACIÓN PUNTOS GOLPE

Nivel de
Paladín

Misc

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

MISERICORDIAS

| | |
|---------|----|
| Nivel 3 | 15 |
| 6 | 18 |
| 12 | |

CONJUROS PREPARADOS

| | |
|--|--|
| <input type="checkbox"/> <input type="checkbox"/> Resist energy | <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"/> Detect thoughts | <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"/> Invisibility purge | <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"/> Plane shift | <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.