

UNDEAD SCOURGE



(PALADIN)

Nivel de
Paladín - 3 =

Nivel de
Paladín

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 LIFE

Undead within 10ft take -4 penalty to will saves against
positive energy, and do not heal from negative energy.

Nivel
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nivel
17

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
ROLL

Nivel de
Paladín

Misc

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

(Redondear arriba)

CD SALV
VOLUNTAD

Nivel de
Paladín

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

(Redondear abajo)

VÍNCULO DIVINO

Nivel
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA
Nombre

Tipo ☐ Invocado
Hoy

Mejoras

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros 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 $\boxed{} = \text{CAR} + \frac{}{}$ Nivel de Lanzador

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

$$\boxed{} = \left(\frac{}{} \div 3 \right) + $$

(Redondear arriba)

BONUS
BONUS

Misc

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

BON
BONUS

Misc

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

Un golpe que acierta con Castigar el Mal
sobrepasa la reducción del daño

Smiting damage bonus applies double for
successful strikes against evil outsiders,
evil dragons and the undead.

BONUS
BONUS

Nivel de
Paladín

Misc

$$+ \boxed{} = + $$

BONUS DAÑO
BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

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

Usos Hoy

☐☐☐☐
☐☐☐☐
☐☐☐☐

Nivel
2

(Redondear abajo)

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

(Redondear abajo)

MISERICORDIAS

Nivel

3

12

6

15

9

18

CONJUROS PREPARADOS

<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"/>	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<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"/>	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"/>

UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature.
If successful, it must make a will save or be destroyed.

Nivel
11

CD SALV
VOLUNTAD

Nivel de
Paladín

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

Undead with twice as many hit dice are unaffected.

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.