

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)

☐☐
☐☐

BONUS
BONUS

Misc

BONUS
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.

BONUS
BONUS

Nivel de
Paladín

Misc

BONUS DAÑO
BONUS

Nivel de
Paladín

Misc

+ = +

+ = (× 2) +

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)

☐☐☐☐
☐☐☐☐

2 CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

d6 = (÷ 2) + (Redondear abajo)

MISERICORDIAS

Nivel
3

12

6

15

9

18

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"/>
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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.