

# 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

### 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  
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

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

(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

## CONJUROS

CD Salv  
de Conjuros

Conjuros  
al Día

= Conjuros Base + Conjuros Adicionales

	1			
	2			
	3			
	4			

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración

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

Nivel de  
Lanzador

# Oath of Charity

VOW

## CODE OF CONDUCT

Always offer help to good creatures who need it.  
Always offer help to the poor and destitute.

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \text{ (Redondear arriba)}$$

☐☐☐☐

BONUS  
BONUS

Misc

BONUS  
BONUS

Misc

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

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

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.

BONUS  
BONUS

Nivel de  
Paladín

Misc

BONUS DAÑO  
BONUS

Nivel de  
Paladín

Misc

$$\boxed{+ \phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## CHARITABLE HANDS

USOS  
PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

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

(Redondear abajo)

☐☐☐☐☐☐  
☐☐☐☐☐☐

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

Heal 50% less when used on yourself  
Heal 50% more when used on others  
(Redondear abajo)

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

Nivel

CHARITABLE MERCIES (Selected each day)

3

12

6

15

9

18

## CONJUROS PREPARADOS

☐☐☐ Piedra mágica

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Make whole

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Magic vestment

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Imbue with spell ability

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## 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.