

# UNDEAD SCOURGE



(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

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 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 DE ENERGÍA

Nivel de Paladín

Misc

$$\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$$

(Redondear arriba)

## VOL SAVE DC

Nivel de Paladín

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR}$$

(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					
	2					
	3					
	4					

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración  $\boxed{\phantom{000}} = \text{CAR} + \text{Nivel de Lanzador}$

## CASTIGAR AL MAL

### ENEMIGOS AL DÍA

Nivel de Paladín

Misc

Enemigos Hoy

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 3 \right) + \phantom{000}$$

(Redondear arriba)

### BONUS BONUS

Misc

$$+ \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

### BONUS BONUS

Misc

$$+ \text{CA} \boxed{\phantom{000}} = \text{CAR} + \phantom{000}$$

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

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

### BONUS DAÑO BONUS

Nivel de Paladín

Misc

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## IMPOSICIÓN DE MANOS

### USOS PER DAY

Nivel de Paladín

Misc

Usos Hoy

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR} + \phantom{000}$$

(Redondear abajo)

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Nivel 2

### CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

$$\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \phantom{000}$$

(Redondear abajo)

## MISERICORDIAS

Nivel

3

12

6

15

9

18

## CONJUROS PREPARADOS

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## 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

### VOL SAVE DC

Nivel de Paladín

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{\phantom{000}} \div 2 \right) + \text{CAR}$$

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.