

# 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.

## PURE OF MIND

Nivel +4 bonus to saves against charm effects and figments.

Nivel

**CAR**

Bonus to  
Will saves

## AURA

Nivel  
3

### AURA OF COURAGE

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

### 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

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

### VOL SAVE DC

Nivel de  
Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR} \quad \text{(Redondear abajo)}$$

## 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			
	2			
	3			
	4			

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

Concentración

$$\boxed{\phantom{00}} = \text{CAR} + \phantom{00} \quad \text{Nivel de Lanzador}$$

# Oath of Chastity

## VOW

## CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

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

☐☐☐  
☐☐☐

BON  
BONUS

Misc

BON  
BONUS

Misc

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

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.

BON  
BONUS

Nivel de  
Paladín

Misc

BON DAÑO  
BONUS

Nivel de  
Paladín

Misc

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

## IMPOSICIÓN DE MANOS

USOS  
PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

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

☐☐☐☐  
☐☐☐☐

Nivel  
2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

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

Nivel  
3

### MISERICORDIAS

12

6

15

9

18

## CONJUROS PREPARADOS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Inmunidad a conjuros

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## PURE OF BODY

Nivel  
8

50% chance of reducing any sneak attack or critical hit to a normal hit.

## 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.