

HOSPITALER



(PALADIN)

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 HEALING

Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make
an extra saving throw against curses, disease or poison.

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

Nivel de
Clérigo

Nivel de
Paladín - 3

CANALIZAR AL DÍA

Misc

Hoy
□□□
□□□
□□□

□□□ = 3 + CAR +

TIRADA ROLL

Nivel de
Clérigo

Misc

□□□ d6 = (÷ 2) +

(Redondear arriba)

CD SALV VOLUNTAD

Nivel de
Clérigo

□□□ = 10 + (÷ 2) + CAR

(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

CASTIGAR AL MAL

ENEMIGOS AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy
□□□
□□□

□□□ = (÷ 6) - 1 +

(Redondear arriba)

BONUS BONUS

Misc

+ □□□ = CAR +

BON BONUS

Misc

+ □□□ = 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) +

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de
Paladín

Misc

Usos Hoy

□□□ □□□
□□□ □□□
□□□ □□□

□□□ = (÷ 2) + CAR +

(Redondear abajo)

Nivel
2

CURACIÓN PUNTOS GOLPE

Nivel de
Paladín

Misc

□□□ d6 = (÷ 2) +

(Redondear abajo)

MISERICORDIAS

Nivel
3

6

9

12

15

18

CONJUROS PREPARADOS

□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	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.