

SACRED SERVANT

DE



(PALADIN)

Nivel de Paladín - 3 =

Nivel de Paladín

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 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 ROLL

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \text{Misc}$$

CD SALV VOLUNTAD

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

(Redondear arriba)

(Redondear abajo)

DOMAIN

Nivel Dominio 4

Poder Concedido		Poder Concedido	
Nivel		Nivel	
CD		CD	
Usos al día	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Usos al día	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CALL CELESTIAL ALLY

Nivel 8

Lesser Planar Ally

Nivel de Paladín - 3 = Nivel de Lanzador

12

Planar Ally

16

Greater Planar Ally

☐ Called this week

CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros 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"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración

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

Nivel de Lanzador

CASTIGAR AL MAL

ENEMIGOS AL DÍA

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \left(\frac{}{} \div 6 \right) - 1 + \text{Misc}$$

(Redondear arriba)

(Redondear arriba)

Enemigos Hoy

☐☐☐☐
☐☐☐☐
☐☐☐☐

BONUS BONUS

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

BON BONUS

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

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

$$+ \boxed{} = +$$

BONUS DAÑO BONUS

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

IMPOSICIÓN DE MANOS

USOS PER DAY

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

(Redondear abajo)

Usos Hoy

☐☐☐☐☐☐
☐☐☐☐☐☐
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Nivel 2

CURACIÓN PUNTOS GOLPE

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

(Redondear abajo)

MISERICORDIAS

Nivel

3

12

6

15

9

18

CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Conjuero de Dominio +1	<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"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Conjuero de Dominio +1	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Conjuero de Dominio +1	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Conjuero de Dominio +1	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

VÍNCULO DIVINO

HOLY SYMBOL OF

Nivel	Bonuses	Usos al día
5	1	1
9		2
10	2	
13		3
15	3	
17		4

Duración

$$\boxed{} \text{ mins} =$$

Nivel de Paladín

☐☐ Uses today

- ☐ +1 caster level on any Paladin spell
- ☐ +1 use /day of Lay On Hands
- ☐ +1 DC on Channel Positive Energy
- ☐ +1d6 Channel Energy damage

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.