

DIVINE DEFENDER



DE

(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 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

$$d6 = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{Misc}$$

(Redondear arriba)

VOL SAVE DC

Nivel de Paladín

$$= 10 + \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{CAR}$$

(Redondear abajo)

VÍNCULO DIVINO

Nivel 5

☐ MONTURA ☐ ARMA ☐ ARMADURA

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

$$= \text{CAR} + \text{Nivel de Lanzador}$$

CASTIGAR AL MAL

ENEMIGOS AL DÍA

Nivel de Paladín

Misc

Enemigos Hoy

$$\text{Enemigos Al Día} = \left(\frac{\text{Nivel de Paladín}}{3} \right) + \text{Misc}$$

(Redondear arriba)

BONUS BONUS

Misc

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

BONUS BONUS

Misc

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

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

$$+ = \text{Nivel de Paladín} + \text{Misc}$$

BONUS DAÑO BONUS

Nivel de Paladín

Misc

$$+ = \left(\frac{\text{Nivel de Paladín}}{2} \right) \times 2 + \text{Misc}$$

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de Paladín

Misc

Usos Hoy

$$\text{Usos Per Day} = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{CAR} + \text{Misc}$$

(Redondear abajo)

Nivel 2

CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

$$d6 = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{Misc}$$

(Redondear abajo)

SHARED DEFENCE

Nivel 3

CA +1

DMC +1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

15

+3

+3

CAR

turnos

Duration of bonus

Nivel 6

Bonus granted to all allies within 10ft.

Allies within range who reach lower than 0hp automatically stabilise.

Nivel 12

Bonus granted to all allies within 15ft.

Allies within range are immune to bleed damage

Nivel 18

Bonus granted to all allies within 20ft.

Allies within range gain a 25% chance to negate sneak or critical hit damage.

CONJUROS PREPARADOS

Conjuros Preparados	1	Conjuros Preparados
Conjuros Preparados	2	Conjuros Preparados
Conjuros Preparados	3	Conjuros Preparados
Conjuros Preparados	4	Conjuros Preparados

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.