

# 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.

## 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 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 Conjur = 10 + CAR + Nivel Conjur

Concentración

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

# Oath of Loyalty

## VOW

## CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.  
Never go back on an oath.

## LOYAL OATH

ALLIES  
PER DAY

Nivel de  
Paladín

Misc

Allies  
Today

$$\text{Allies Per Day} = \left( \frac{\text{Nivel de Paladín}}{3} \right) + \text{Misc} \quad (\text{Redondear arriba})$$

CAR

Bonus on all saving throws and armour class granted to chosen ally when adjacent.  
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Nivel  
8

When a chosen ally is struck by an enemy while adjacent,  
discharge the effect to make the attack hit yourself instead.

## IMPOSICIÓN DE MANOS

USOS  
PER DAY

Nivel de  
Paladín

Misc

Usos Hoy

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

Nivel  
2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

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

Nivel

## MISERICORDIAS

3

12

6

15

9

18

## CONJUROS PREPARADOS

<input type="checkbox"/> Wrath	<input type="checkbox"/>
<input type="checkbox"/>	1 <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Aid	<input type="checkbox"/>
<input type="checkbox"/>	2 <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Helping hand	<input type="checkbox"/>
<input type="checkbox"/>	3 <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Sending	<input type="checkbox"/>
<input type="checkbox"/>	4 <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

## HOLY CHAMPION

Nivel  
20

Increase damage reduction to 10/evil.

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.