

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 PURITY

+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

Nivel
8

AURA OF RESOLVE

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

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.

CANALIZAR ENERGÍA POSITIVA

Nivel
4

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA ROLL

Nivel de
Paladín

Misc

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

CD SALV VOLUNTAD

Nivel de
Paladín

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

VÍNCULO DIVINO

Nivel
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Tipo

☐ Invocado
Hoy

Mejoras

CLEANSING FLAME

Nivel
11

Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

CONJUROS

CD Salv
de Conjujos

Conjujos
al Día

Conjujos Base + Conjujos Adicionales
CAR

| | | | | |
|--|---|--|--|--|
| | 1 | | | |
| | 2 | | | |
| | 3 | | | |
| | 4 | | | |

CD Salv de Conjujo = 10 + CAR + Nivel de Conjujo

Concentración

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

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \text{ (Redondear hacia arriba)}$$

BONUS
BONUS

Misc

BONUS
BONUS

Misc

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

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

Nivel de
Paladín

Misc

BONUS DAÑO
BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

Usos Hoy

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

2
CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

Nivel

MISERICORDIAS

3

12

6

15

9

18

CONJUROS PREPARADOS

□ □ □

True strike

□ □ □

□ □ □

1

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□ □ □

□ □ □

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Acute sense

□ □ □

□ □ □

2

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Touch of idiocy

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□ □ □

3

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Inmunidad a conjuros

□ □ □

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4

□ □ □

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CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

Nivel
20

On using Channel Positive Energy or Lay On Hands, heal the maximum possible.

CD SALV
VOLUNTAD

Nivel de
Paladín

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