

CHOSEN ONE

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.

DELAYED GRACE

Nivel
4

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.

CANALIZAR ENERGÍA POSITIVA

Nivel
4

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

TIRADA
ROLL

Nivel de
Paladín

Misc

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

(Redondear hacia arriba)

CD SALV
VOLUNTAD

Nivel de
Paladín

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

(Redondear hacia abajo)

DIVINE EMISSARY

Nivel
1

Gain an emissary familiar, treating paladin level as wizard level for that purpose.

Nombre

Tipo de criatura

RELIGIOUS MENTOR

Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.

TRUE FORM

Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original form or true form at will.

CONJUROS

CD Salv
de Conjuros

Conjuros
al Día

= Conjuros Base + Conjuros Adicionales
CAR

1			
2			
3			
4			

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

Concentración

$$= \text{CAR} +$$

Nivel de
Lanzador

DELAYED SMITE EVIL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

Nivel

EMISSARY'S SMITE

Familiar may also receive bonuses from Smite Evil whenever Chosen One uses that ability.

$$\text{ENEMIGOS AL DÍA} = \left(\frac{\text{Nivel de Paladín}}{3} \right) + \text{Misc}$$

(Redondear hacia arriba)

BONUS
BONUS

Misc

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

BONUS
BONUS

Misc

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

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

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

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

(Redondear hacia abajo)

Usos Hoy

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Nivel
2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

(Redondear hacia abajo)

LAY ON PAWS

Familiar may also use Lay On Hands, including all Mercies, but this expends two uses of the Chosen One's Lay On Hands. At 4th level, familiar may also channel positive energy at the cost of four uses of Lay On Hands.

MISERICORDIAS

Nivel
3

6

9

12

15

18

CONJUROS PREPARADOS

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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.