

UNDEAD SCOURGE



DE
(PALADIN)
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 LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

CD SALV VOLUNTAD
Nivel de Paladín
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR}$
(Redondear hacia 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
<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>

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

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

CASTIGAR AL MAL

ENEMIGOS AL DÍA
Nivel de Paladín Misc
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(Redondear hacia arriba)

Enemigos Hoy
☐☐
☐☐

BONUS BONUS
Misc
 $\boxed{} + \text{CAR} + $

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

Un golpe que acierta con Castigar el Mal sobrepasa la reducción del daño

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

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

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

IMPOSICIÓN DE MANOS

USOS PER DAY
Nivel de Paladín Misc
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CAR} + $
(Redondear hacia abajo)

Usos Hoy
☐☐☐
☐☐☐
☐☐☐

Nivel 2 **CURACIÓN PUNTOS GOLPE**
Nivel de Paladín Misc
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $
(Redondear hacia abajo)

MISERICORDIAS

Nivel 3	12
6	15
9	18

CONJUROS PREPARADOS

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Nivel 11 **CD SALV VOLUNTAD**
Nivel de Paladín
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CAR}$

Undead with twice as many hit dice are unaffected.

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.