

# HOSPITALER



(PALADIN)

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 HEALING

Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make  
an extra saving throw against curses, disease or poison.

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

Nivel de  
Clérigo

Nivel de  
Paladín - 3

### CANALIZAR AL DÍA

$\square = 3 + \text{CAR} +$

Misc

Hoy  
 $\square \square \square$   
 $\square \square \square$

### TIRADA ROLL

$\square d6 = \left( \frac{\square}{2} \right) +$

Nivel de  
Clérigo

Misc

### CD SALV VOLUNTAD

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

Nivel de  
Clérigo

(Redondear hacia arriba)

(Redondear hacia abajo)

## VÍNCULO DIVINO

Nivel  
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA  
Nombre

Tipo ☐ Invocado  
Hoy

Mejoras

## CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuro Base	Conjuros Adicionales + CAR
$\square$	1	$\square$	$\square \square \square \square$
$\square$	2	$\square$	$\square \square \square \square$
$\square$	3	$\square$	$\square \square \square \square$
$\square$	4	$\square$	$\square \square \square \square$

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

## CASTIGAR AL MAL

### ENEMIGOS AL DÍA

$\square = \left( \frac{\square}{6} \right) - 1 +$

Nivel de  
Paladín

Misc

Enemigos  
Hoy  
 $\square \square$   
 $\square \square$

### BONUS BONUS

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

Misc

### BONUS BONUS

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

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 vivos.

### BONUS BONUS

$+ \square = \square +$

Nivel de  
Paladín

Misc

### BONUS DAÑO BONUS

$+ \square = \left( \square \times 2 \right) +$

Nivel de  
Paladín

Misc

## IMPOSICIÓN DE MANOS

### USOS PER DAY

$\square = \left( \frac{\square}{2} \right) + \text{CAR} +$

Nivel de  
Paladín

Misc

Usos Hoy

$\square \square \square$   $\square \square \square$   
 $\square \square \square$   $\square \square \square$   
 $\square \square \square$   $\square \square \square$

Nivel  
2

(Redondear hacia abajo)

### CURACIÓN PUNTOS GOLPE

$\square d6 = \left( \frac{\square}{2} \right) +$

Nivel de  
Paladín

Misc

(Redondear hacia abajo)

## MISERICORDIAS

Nivel  
3

6

9

12

15

18

## CONJUROS PREPARADOS

$\square \square \square$		$\square \square \square$
$\square \square \square$	1	$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$	2	$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$	3	$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$		$\square \square \square$
$\square \square \square$	4	$\square \square \square$
$\square \square \square$		$\square \square \square$

## 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.