

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.

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)

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 de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración

$$= \text{CAR} +$$

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

$$\text{[Box]} = \left(\frac{\text{Nivel de Paladín}}{3} \right) + \text{Misc} \quad (\text{Redondear hacia arriba})$$

☐ ☐ ☐ ☐

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

$$\text{[Box]} = \left(\frac{\text{Nivel de Paladín}}{2} \right) + \text{CAR} + \text{Misc}$$

(Redondear hacia abajo)

☐ ☐ ☐ ☐ ☐ ☐

Nivel
2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

Nivel
3

MISERICORDIAS

12

6

15

9

18

CONJUROS PREPARADOS

☐ ☐ Wrath

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Aid

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Helping hand

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Sending

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4

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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.