

# WARRIOR OF THE HOLY LIGHT



DE

(PALADIN)

Nivel de  
Paladín

## 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  
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

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear hacia arriba)

CD SALV  
VOLUNTAD

Nivel de  
Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Redondear hacia abajo)

## VÍNCULO DIVINO

Nivel  
5

☐ MONTURA DIVINA ☐ ARMA VINCULADA

Nombre

Tipo

☐ Invocado  
Hoy

Mejoras

## SHINING LIGHT

Nivel  
14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /  
HEALING

Nivel de  
Paladín

$$\boxed{\phantom{00}}_{d6} = \phantom{00} \div 2$$

(Redondear hacia abajo)

REFLEX  
SAVE DC

Nivel de  
Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Redondear hacia abajo)

Nivel  
17

Dos veces al día

Nivel  
20

Thrice per day

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

☐☐  
☐☐

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(Redondear hacia arriba)

BONUS  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

BONUS  
BONUS

Misc

$$+ \boxed{\text{CA}} = \text{CAR} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

BONUS DAÑO  
BONUS

Nivel de  
Paladín

Misc

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## IMPOSICIÓN DE MANOS

USOS  
PER DAY

Nivel de  
Paladín

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \left( \phantom{00} \div 4 \right) + \text{CAR} + \phantom{00}$$

Nivel

(Redondear hacia abajo)

(Redondear hacia abajo)

2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear hacia abajo)

Usos Hoy

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## MISERICORDIAS

Nivel

3

6

9

12

15

18

## POWER OF FAITH

Nivel

Aura  
Radius

Bon de  
Moral

Ability  
Damage  
Healing

Energy  
Resistance

Avoid  
Critical  
Hits

As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack, damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed critical hits into normal hits.

4

30ft

+1

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

## HOLY CHAMPION

Nivel

Increase damage reduction to 10/evil.

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.