

# 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

### ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order  
to use extradimensional travel.  
Spend one use of Smite Evil to anchor a target within 30ft.

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

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

(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 ☐ MONTURA DIVINA ☐ ARMA VINCULADA

5

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

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

Nivel de  
Lanzador

# Oath against fiends

VOW

## CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.  
Banish those you cannot kill. Purge the evil from those possessed by fiends.

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \text{ (Redondear hacia arriba)}$$

BONUS  
BONUS

Misc

BONUS  
BONUS

Misc

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

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

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

Misc

Usos Hoy

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

(Redondear hacia abajo)

Nivel

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \text{ (Redondear hacia abajo)}$$

Nivel

MISERICORDIAS

3

15

6

18

12

## CONJUROS PREPARADOS

<input type="checkbox"/> <input type="checkbox"/> Resist energy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect thoughts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Invisibility purge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plane shift	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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.