

DIVINE DEFENDER



(PALADIN)

Nivel de
Paladín - 3 =

Nivel de
Paladín

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

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

(Redondear hacia arriba)

CD SALV
VOLUNTAD

Nivel de
Paladín

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

(Redondear hacia abajo)

VÍNCULO DIVINO

Nivel
5

☐ MONTURA ☐ ARMA ☐ ARMADURA

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

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

Nivel de
Lanzador

CASTIGAR AL MAL

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

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

(Redondear hacia arriba)

BONUS
BONUS

Misc

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

BONUS
BONUS

Misc

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

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

$$+ \boxed{} = + $$

BONUS DAÑO
BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

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

(Redondear hacia abajo)

Usos Hoy

☐☐☐☐
☐☐☐☐
☐☐☐☐

Nivel
2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

(Redondear hacia abajo)

SHARED DEFENCE

Nivel
3

CA
+1

DMC
+1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

15

+3

+3

CAR
turnos

Duration
of bonus

Nivel
6

Bonus granted to all allies within 10ft.

Allies within range who reach lower than 0hp automatically stabilise.

Nivel
12

Bonus granted to all allies within 15ft.

Allies within range are immune to bleed damage

Nivel
18

Bonus granted to all allies within 20ft.

Allies within range gain a 25% chance to negate sneak or critical hit damage.

CONJUROS PREPARADOS

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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.