

# SHINING KNIGHT

DE



(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.

## SKILLED RIDER

Nivel  
3

Take no armour check penalty when riding.  
Mount gains the Divine Grace bonus to saving throws.

## CANALIZAR ENERGÍA POSITIVA

Nivel  
4

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA  
ROLL

Nivel de  
Paladín

Misc

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

(Redondear hacia arriba)

CD SALV  
VOLUNTAD

Nivel de  
Paladín

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

(Redondear hacia abajo)

## VÍNCULO DIVINO

Nivel  
5

### MONTURA DIVINA

Nombre

Tipo

☐ Invocado  
Hoy

Mejoras

## CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales CAR
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<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"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Concentración

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

Nivel de  
Lanzador

## CASTIGAR AL MAL

ENEMIGOS  
AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

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

(Redondear hacia arriba)

BONUS  
BONUS

Misc

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

BONUS  
BONUS

Misc

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

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

Misc

Usos Hoy

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

(Redondear hacia abajo)

Nivel  
2

CURACIÓN  
PUNTOS GOLPE

Nivel de  
Paladín

Misc

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

(Redondear hacia abajo)

## MISERICORDIAS

Nivel

3

12

6

15

9

18

## CONJUROS PREPARADOS

<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"/>	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"/>		<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"/>
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<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"/>		<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"/>

## KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

CD SALV  
VOLUNTAD

Nivel de  
Paladín

Nivel

11

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

Duración

Nivel de  
Paladín

$$\boxed{\phantom{00}}_{\text{turnos}} = \frac{\phantom{00}}{2}$$

## 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.