

OATHBOUND PALADIN



DE

Paladin
Niveau

Paladin Niveau 3 = Niveau de Lancement de Sort

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Niveau 2 **CHA** Bonus to all saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

Niveau 3 Allies within 10ft get +4 to saves against fear effects.

GHOST TOUCH AURA

Armour gains the ghost touch property.
From level 9, apply to shield as well.

AURA OF LIFE

Niveau 8 +4 to save against negative levels. Allies within 10ft get +2 against these saves.

AURA OF FAITH

Niveau 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Niveau 17 Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Niveau 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Niveau 4 Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL Paladin Niveau Divers
d6 = ($\div 2$) +

WILL JET DE SAUVEGARDE Paladin Niveau (arrondi au supérieur)
= 10 + ($\div 2$) + **CHA** (arrondi à l'inférieur)

Niveau 11 Channelling positive energy against the undead for just one use of Lay On Hands.

DIVINE BOND

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉ

5 Type ☐ Summoned Today

Enhancements

SORTS

Sort DD sauvegarde	Sorts par jour	Base Sorts	Sorts supplémentaires CHA
1			<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"/>
3			<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"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration ☐ = **CHA** + Niveau de Lancement de Sort

Oath against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

CHÂTIMENT DU MAL

FOES PER DAY Paladin Niveau Divers Ennemis Aujourd'hui
☐ = ($\div 3$) + (arrondi au supérieur) ☐☐☐

ATTACK BONUS Divers **DEFLECTION BONUS** Divers
+ ☐ = **CHA** + ☐ = **CHA** +

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

DAMAGE BONUS Paladin Niveau Divers **EVIL DAMAGE BONUS** Paladin Niveau Divers
+ ☐ = + ☐ = ($\times 2$) +

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR Paladin Niveau Divers Utilisations aujourd'hui
☐ = ($\div 2$) + **CHA** + ☐☐☐☐☐☐☐☐☐☐☐☐

Niveau 2 **HEALING HIT POINTS** Paladin Niveau Divers
d6 = ($\div 2$) + (arrondi à l'inférieur)

Niveau 6 **MERCIES** 15
12 18

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<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"/> Darkvision	<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"/> Searing light	<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"/> Halt undead	<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.

Niveau 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.