

HOSPITALER



(PALADIN)

Paladin
Niveau

Paladin
Niveau - 3 = Niveau de
Lanceur de Sort

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

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

AURA

Niveau
3 **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Niveau
8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Niveau
11 **AURA OF HEALING**
Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make
an extra saving throw against curses, disease or poison.

Niveau
14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Niveau
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

Niveau
3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Niveau
4 Prêtre
Niveau = Paladin
Niveau - 3

CHANNEL
PER DAY

Divers Aujourd'hui
 $\square\square\square$
 $\square\square\square$
 $\square\square\square$

ENERGY
ROLL

Prêtre
Niveau Divers
 $\square\square\square$ d6 = $\left(\frac{\square\square\square}{2} \right) +$ (arrondi au supérieur)

WILL
JET DE SAUVEGARDE

Prêtre
Niveau
 $\square\square\square$ = 10 + $\left(\frac{\square\square\square}{2} \right) +$ **CHA** (arrondi à l'inférieur)

DIVINE BOND

Niveau
5 ☐ MONTURE SPECIAL ☐ ARME LIÉ
Nom

Type ☐ Summoned
Today

Enhancements

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	Sorts supplémentaires CHA
$\square\square\square$	1			$\square\square\square\square$
$\square\square\square$	2			$\square\square\square\square$
$\square\square\square$	3			$\square\square\square\square$
$\square\square\square$	4			$\square\square\square\square$

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

CHÂTIMENT DU MAL

FOES
PER DAY

Paladin
Niveau Divers
 $\square\square\square$ = $\left(\frac{\square\square\square}{6} \right) - 1 +$ (arrondi au supérieur)

ATTACK
BONUS

Divers
 $\square\square\square$ + **CHA** +

DEFLECTION
BONUS

Divers
 $\square\square\square$ + **CA** = **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
 $\square\square\square$ = +

EVIL DAMAGE
BONUS

Paladin
Niveau Divers
 $\square\square\square$ = $\left(\frac{\square\square\square}{2} \right) +$

IMPOSITION DES MAINS

UTILISATIONS
PAR JOUR

Paladin
Niveau Divers
 $\square\square\square$ = $\left(\frac{\square\square\square}{2} \right) +$ **CHA** + (arrondi à l'inférieur)

Utilisations aujourd'hui

$\square\square\square$ $\square\square\square$
 $\square\square\square$ $\square\square\square$
 $\square\square\square$ $\square\square\square$

Niveau
2 **HEALING
HIT POINTS**

Paladin
Niveau Divers
 $\square\square\square$ d6 = $\left(\frac{\square\square\square}{2} \right) +$ (arrondi à l'inférieur)

MERCIES

Niveau

3

6

9

12

15

18

SORTS PREPARES

$\square\square\square$		$\square\square\square$
$\square\square\square$	1	$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$	2	$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$	3	$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$		$\square\square\square$
$\square\square\square$	4	$\square\square\square$
$\square\square\square$		$\square\square\square$

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.