

OATHBOUND PALADIN



DE

Paladin
Niveau

Paladin - 3 = Niveau de
Niveau Lancement 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 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.

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

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

ENERGY
ROLL

Paladin
Niveau

Divers

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

(arrondi au supérieur)

WILL
JET DE SAUVEGARDE

Paladin
Niveau

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

(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
<input type="checkbox"/>	1			<input type="checkbox"/>
<input type="checkbox"/>	2			<input type="checkbox"/>
<input type="checkbox"/>	3			<input type="checkbox"/>
<input type="checkbox"/>	4			<input type="checkbox"/>

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

Concentration

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

Niveau de
Lancement de Sort

Oathbound Paladin

VOW

CODE OF CONDUCT

CHÂTIMENT DU MAL

FOES

PER DAY

Paladin
Niveau

Divers

Ennemis
Aujourd'hui

$$\boxed{} = \left(\div 3 \right) + \text{ (arrondi au supérieur)}$$

☐
☐
☐

ATTACK
BONUS

Divers

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

DEFLECTION
BONUS

Divers

$$+ \boxed{}_{CA} = \text{CHA} + $$

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

$$+ \boxed{} = + $$

EVIL DAMAGE
BONUS

Paladin
Niveau

Divers

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

IMPOSITION DES MAINS

UTILISATIONS
PAR JOUR

Paladin
Niveau

Divers

Utilisations aujourd'hui

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

(arrondi à l'inférieur)

☐
☐
☐

Niveau
2

HEALING
HIT POINTS

Paladin
Niveau

Divers

$$\boxed{}_{d6} = \left(\div 2 \right) + \text{ (arrondi à l'inférieur)}$$

Niveau
3

MERCIES

12

6

15

9

18

SORTS PREPARES

☐ True strike

☐

☐

1

☐

☐

☐ Acute sense

☐

☐

2

☐

☐

☐ Touch of idiocy

☐

☐

3

☐

☐

☐ Spell immunity

☐

☐

4

☐

☐

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.