

Paladin
Niveau

Paladin - 3 = Niveau de
Niveau Lanceur de Sort

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

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

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

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

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

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

Niveau
3 Immune to all diseases including magic.

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉ
5 Nom

Type ☐ Summoned ☐ Today

Enhancements

$$\text{Sort DD sauvegarde} \times \text{Sorts par jour} = \text{Base Sorts} + \text{Sorts supplémentaires CHA}$$

	1		_____	□ □ □ □
	2		_____	□ □ □ □
	3		_____	□ □ □ □
	4		_____	□ □ □ □

$$\text{DD de jet de sauvegarde d'un sort} = 10 + \text{CHA} + \text{niveau de sort}$$

Concentration = CHA + Niveau de Lanceur de Son

VOW

$$\text{FOES PER DAY} = \left(\frac{\text{Paladin Niveau}}{\div 3} \right) + \text{Divers (arrondi au supérieur)} = \text{Ennemis Aujourd'hui}$$

ATTACK
BONUS

Divers

+ = CHA +

$$\text{DEFLECTION BONUS} + \text{CA} = \text{CHA} + \text{Divers}$$

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

$\boxed{+} = \left(\text{Paladin Niveau} \times 2 \right) + \text{Divers}$

POWERFUL JUSTICE
Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil. Allies gain the damage bonus, not the attack bonus.

UTILISATIONS PAR JOUR = $\left(\frac{\text{Paladin Niveau}}{\div 2} \right) + \text{CHA} + \text{Divers}$ (arrondi à l'inférieur)

Utilisations aujourd'hui

2 **HEALING**
HIT POINTS

Paladin
Niveau

Divers

d6 = (÷ 2) + (arrondi à l'inférieur)

Niveau	MERCIES
3	12
6	15
9	18

Niveau **CHANNEL WRATH**
8 Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath		<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"/> Confess		<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"/> Blessing of fervour	<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"/> Order's wrath	<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"/>

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.