

SACRED SERVANT

DE



(PALADIN)

Paladin Niveau - 3 = Niveau de Lanceur de Sort

Paladin Niveau

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 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

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \text{Divers} \quad (\text{arrondi au supérieur})$$

WILL JET DE SAUVEGARDE

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

DOMAIN

Niveau 4

Domaine	Pouvoir Accordé	Pouvoir Accordé
Niveau		
DD		
Utilisations par jour		

CALL CELESTIAL ALLY

Niveau 8

Lesser Planar Ally

Paladin Niveau - 3 = Niveau de Lanceur de Sort

12

Planar Ally

16

Greater Planar Ally

☐ Called this week

SORTS

Sort DD sauvegarde	Sorts par jour	Base Sorts	Sorts supplémentaires CHA
1			
2			
3			
4			

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

Concentration

$$\boxed{} = \text{CHA} + \text{Niveau de Lanceur de Sort}$$

CHÂTIMENT DU MAL

FOES PER DAY

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \left(\frac{}{} \div 6 \right) - 1 + \text{Divers}$$

(arrondi au supérieur) (arrondi au supérieur)

ATTACK BONUS

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

DEFLECTION BONUS

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

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

$$+ \boxed{} = \text{Paladin Niveau} + \text{Divers}$$

EVIL DAMAGE BONUS

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + \text{Divers} \quad (\text{arrondi à l'inférieur})$$

Niveau 2

HEALING HIT POINTS

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

MERCIES

Niveau

3

12

6

15

9

18

SORTS PREPARES

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DIVINE BOND

Niveau	Bonuses	Utilisations par jour
5	1	1
9		2
10	2	
13		3
15	3	
17		4

HOLY SYMBOL OF

DURATION

$$\boxed{} \text{ mins} = \text{Paladin Niveau}$$

☐ ☐ Uses today

☐ +1 caster level on any Paladin spell ☐ +1 use /day of Lay On Hands

☐ +1 DC on Channel Positive Energy ☐ +1d6 Channel Energy damage

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.