

OATHBOUND PALADIN



DE

Paladin
Niveau

Paladin -3 = Niveau de
Niveau 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.

PURE OF MIND

Niveau +4 bonus to saves against charm effects and figments.

Niveau

2

CHA

Bonus to
Will saves

AURA

AURA OF COURAGE

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

AURA OF JUSTICE

Niveau Spend two uses of Smite Evil to grant allies the ability to
11 smite evil. The bonus lasts 1 minute, but must be used in the first round.

AURA OF FAITH

Niveau Weapons considered Good aligned for overcoming DR.
14

AURA OF RIGHTEOUSNESS

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

DIVINE HEALTH

Niveau Immune to all diseases including magic.
3

CHANNEL POSITIVE ENERGY

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

ENERGY
ROLL

Paladin
Niveau

Divers

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

WILL
JET DE SAUVEGARDE

Paladin
Niveau

$$\boxed{\text{d6}} = 10 + \left(\frac{\text{Paladin Niveau}}{2} \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

DIVINE BOND

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉ
5 Nom

Type ☐ Summoned Today

Enhancements

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	Sorts supplémentaires CHA
1	1	=		<input type="checkbox"/>
2	2	=		<input type="checkbox"/>
3	3	=		<input type="checkbox"/>
4	4	=		<input type="checkbox"/>

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

Concentration $\boxed{\text{d6}} = \text{CHA} + \text{Niveau de Sort}$

Oath of Chastity

VOW

CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

CHÂTIMENT DU MAL

FOES
PER DAY

Paladin
Niveau

Divers

Ennemis
Aujourd'hui

$$\boxed{\text{d6}} = \left(\frac{\text{Paladin Niveau}}{3} \right) + \text{Divers} \quad (\text{arrondi au supérieur})$$

ATTACK
BONUS

Divers

DEFLECTION
BONUS

Divers

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

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

Paladin
Niveau

Divers

EVIL DAMAGE
BONUS

Paladin
Niveau

Divers

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

IMPOSITION DES MAINS

UTILISATIONS
PAR JOUR

Paladin
Niveau

Divers

Utilisations aujourd'hui

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

Niveau

2

HEALING
HIT POINTS

Paladin
Niveau

Divers

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

MERCIES

Niveau

3

12

6

15

9

18

SORTS PREPARES

☐ True strike

☐

☐

1

☐

☐

☐

☐ Acute sense

☐

☐

2

☐

☐

☐

☐ Touch of idiocy

☐

☐

3

☐

☐

☐

☐ Spell immunity

☐

☐

4

☐

☐

☐

PURE OF BODY

Niveau

8

50% chance of reducing any sneak attack or critical hit to a normal hit.

HOLY CHAMPION

Increase damage reduction to 10/evil.

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.