

OATHBOUND PALADIN



DE

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.

HOLY REACH

Niveau 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

AURA

AURA OF COURAGE

Niveau 3 Immune to fear effects including magic.
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.

AURA OF FAITH

Niveau 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Niveau 17 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
d6 = ($\div 2$) + (arrondi au supérieur)

WILL JET DE SAUVEGARDE

Paladin Niveau
= 10 + ($\div 2$) + CHA (arrondi à l'inférieur)

DIVINE BOND

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉ

5

Type ☐ Summoned Today

Enhancements

HORDEBREAKER

Niveau When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.

11 When using Holy Reach, make extra attacks of opportunity equal to CHA.

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

= CHA + Niveau de Lanceur de Sort

Oath against Savagery

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

CHÂTIMENT DU MAL

FOES PER DAY

Paladin Niveau Divers
= ($\div 3$) + (arrondi au supérieur)

ATTACK BONUS

+ = CHA + Divers

DEFLECTION BONUS

+ CA = CHA + 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

+ = + Divers

EVIL DAMAGE BONUS

+ = ($\times 2$) + Divers

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

Paladin Niveau Divers
= ($\div 2$) + CHA + (arrondi à l'inférieur)

HEALING HIT POINTS

Paladin Niveau Divers
d6 = ($\div 2$) + (arrondi à l'inférieur)

MERCIES

3 12

6 15

9 18

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> Protection from arrows	<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"/>
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<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"/> Divine power	<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"/>
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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.