

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.

DIVINE GRACE

Niveau

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

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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.

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

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

(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

Type

☐ Summoned
Today

Enhancements

SORTS

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

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

Concentration

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

Niveau de
Lanceur de Sort

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

CHÂTIMENT DU MAL

FOES

PER DAY

Paladin
Niveau

Divers

Ennemis
Aujourd'hui

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

☐☐
☐☐

ATTACK
BONUS

Divers

DEFLECTION
BONUS

Divers

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

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

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

EVIL DAMAGE
BONUS

Paladin
Niveau

Divers

$$+ \boxed{} = + $$

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

IMPOSITION DES MAINS

UTILISATIONS
PAR JOUR

Paladin
Niveau

Divers

Utilisations aujourd'hui

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

☐☐☐☐
☐☐☐☐

Niveau

2

HEALING
HIT POINTS

Paladin
Niveau

Divers

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

Niveau

MERCIES

3

15

6

18

12

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist energy	<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"/> Detect thoughts	<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"/> Invisibility purge	<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"/> Plane shift	<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"/>

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.