

UNDEAD SCOURGE

DE



(PALADIN)

Paladin Niveau 3 = Niveau de Lancement de Sort

Paladin Niveau

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 8 **AURA OF LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

(arrondi au supérieur)

WILL JET DE SAUVEGARDE
$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$$

(arrondi à l'inférieur)

DIVINE BOND

Niveau 5 ☐ MONTURE SPECIAL ☐ ARME LIÉ
Nom

Type ☐ Summoned Today

Enhancements

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} + $ Niveau de Lancement de Sort

CHÂTIMENT DU MAL

FOES PER DAY
$$\boxed{} = \left(\frac{\text{Paladin Niveau}}{} \div 3 \right) + \text{Divers}$$

(arrondi au supérieur)

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

Divers

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

Divers

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for successful strikes 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
$$\boxed{} = \left(\frac{\text{Paladin Niveau}}{} \div 2 \right) + \text{CHA} + \text{Divers}$$

(arrondi à l'inférieur)

Niveau 2 **HEALING HIT POINTS**
$$\boxed{} d6 = \left(\frac{\text{Paladin Niveau}}{} \div 2 \right) + \text{Divers}$$

(arrondi à l'inférieur)

Utilisations aujourd'hui

MERCIES

Niveau 3	12
6	15
9	18

SORTS PREPARES

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Niveau 11 **WILL JET DE SAUVEGARDE**
$$\boxed{} = 10 + \left(\frac{\text{Paladin Niveau}}{} \div 2 \right) + \text{CHA}$$

Undead with twice as many hit dice are unaffected.

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.