

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.

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 RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm 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
Paladin Niveau Divers
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $
(arrondi au supérieur)

WILL JET DE SAUVEGARDE
Paladin Niveau
 $\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$
(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				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

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

CHÂTIMENT DU MAL

FOES PER DAY
Paladin Niveau Divers Ennemis Aujourd'hui
 $\boxed{} = \left(\frac{}{} \div 3 \right) + $
(arrondi au supérieur)

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

DEFLECTION BONUS
Divers
 $+ \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
 $+ \boxed{} = + $

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR
Paladin Niveau Divers
 $\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $
(arrondi à l'inférieur)

Niveau 2 **HEALING HIT POINTS**
Paladin Niveau Divers
 $\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $
(arrondi à l'inférieur)

Utilisations aujourd'hui
☐☐☐ ☐☐☐☐☐☐☐☐☐

MERCIES

Niveau

3

6

9

12

15

18

SORTS PREPARES

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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.