

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
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

Gain evasion, but only against the breath weapon of dragons.

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"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Concentration ☐ = CHA + Niveau de Lanceur de Sort

Oath against the Wyrms

VOW

CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.
Protect the innocent against the predation of dragons.

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

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

Niveau
2

HEALING
HIT POINTS

Paladin
Niveau

Divers

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

Niveau

MERCIES

3

12

6

15

9

18

SORTS PREPARES

☐☐☐ Enlarge person

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Bear's endurance

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Vol

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Stoneskin

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Niveau

20

On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.