

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 PURITY**
+4 to saves against spells and effects from aberrations.
Allies within 10ft get +4 to these saves.

Niveau 8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

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(\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 ☐ MONTURE SPECIAL ☐ ARME LIÉ
5

Type ☐ Summoned Today

Enhancements

CLEANSING FLAME

Niveau 11 Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base 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 Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

CHÂTIMENT DU MAL

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

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

Niveau	MERCIES
3	12
6	15
9	18

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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"/>

CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

Niveau 20 **WILL JET DE SAUVEGARDE** Paladin Niveau
 $\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$

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