

WARRIOR OF THE HOLY LIGHT



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(PALADIN)

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 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 **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 **WILL JET DE SAUVEGARDE**
Paladin Niveau Divers
$$\boxed{} d6 = \left(\div 2 \right) + \quad (\text{arrondi au supérieur})$$

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

DIVINE BOND

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉ
Nom

Type ☐ Summoned Today

Enhancements

SHINING LIGHT

Niveau **14** Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.
Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.
A reflex save negates the blindness and halves the damage.

DAMAGE / HEALING **REFLEX SAVE DC**
Paladin Niveau
$$\boxed{} d6 = \div 2 \quad (\text{arrondi à l'inférieur})$$

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

Niveau **17** Twice per day Niveau **20** Thrice per day

CHÂTIMENT DU MAL

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

ATTACK BONUS **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 **EVIL DAMAGE BONUS**
Paladin Niveau Divers
$$+ \boxed{} = + $$

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR **HEALING HIT POINTS**
Paladin Niveau Divers
$$\boxed{} = \left(\div 2 \right) + \left(\div 4 \right) + \text{CHA} + $$

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

Utilisations aujourd'hui

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MERCIES

Niveau

3

6

9

12

15

18

POWER OF FAITH

Niveau	Aura Radius	Moral Bonus	Ability Damage Healing	Energy Resistance	Avoid Critical Hits	
4	9,00 m	+1				As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute
8			1d4			From level 4, gain a morale bonus to AC, attack, damage and saving throws against fear.
12				10		From level 8, heal ability damage once per day.
16					25%	From level 12, the aura has the effect of Daylight.
20	60ft	+2	2d4	20	50%	From level 16, gain a change to turn confirmed critical hits into normal hits.

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.