

# SHINING KNIGHT

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lancer de Sort

Niveau de Paladin

## 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.

## SKILLED RIDER

Niveau 3 Take no armour check penalty when riding.  
Mount gains the Divine Grace bonus to saving throws.

## CHANNEL POSITIVE ENERGY

Niveau 4 Concentrer l'energie positive utilise deux utilisations quotidiennes d'Imposition des Mains

**ENERGIE JET**  
Niveau de Paladin Divers  
 $\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{2} \right) + \phantom{000}$   
(arrondi au supérieur)

**VOLONTE SAVE DC**  
Niveau de Paladin **CHA**  
 $\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \phantom{000}$   
(arrondi à l'inférieur)

## LIEN DIVIN

Niveau 5 **MONTURE SPECIALE**  
Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

## SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+ 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  $\boxed{\phantom{000}} = \text{CHA} + \text{Niveau de Lancer de Sort}$

## CHÂTIMENT DU MAL

**ENNEMIS PAR JOUR**

Niveau de Paladin Divers  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} \right) + \phantom{000}$   
(arrondi au supérieur)

Ennemis Aujourd'hui  
☐☐  
☐☐

**ATTAQUE BONUS**

Divers  
 $\boxed{\phantom{000}} + \text{CHA} + \phantom{000}$

**DEFLECTION BONUS**

Divers  
 $\boxed{\phantom{000}} + \text{CA} = \text{CHA} + \phantom{000}$

A successful strike with smite evil bypasses damage reduction.

Les dommages de Châtiment sont doublés pour le premier coup touché contre les extérieurs mauvais, dragons mauvais et morts vivants.

**DOMMAGES BONUS**

Niveau de Paladin Divers  
 $\boxed{\phantom{000}} = \phantom{000} + \phantom{000}$

**BONUS AUX DOMMAGES CONTRE LE MAL**

Niveau de Paladin Divers  
 $\boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## IMPOSITION DES MAINS

**UTILISATIONS PAR JOUR**

Niveau de Paladin Divers  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{2} \right) + \text{CHA} + \phantom{000}$   
(arrondi à l'inférieur)

Utilisations aujourd'hui

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

Niveau 2

**SOINS HIT POINTS**

Niveau de Paladin Divers  
 $\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{2} \right) + \phantom{000}$   
(arrondi à l'inférieur)

**GRACE**

Niveau

3

12

6

15

9

18

## SORTS PREPARES

☐☐☐

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

**VOLONTE SAVE DC**

Niveau de Paladin  
Niveau 11  $\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$

**DURATION**

Niveau de Paladin  
 $\boxed{\phantom{000}} \text{ trs} = \frac{\phantom{000}}{2}$

## 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.