

PALADIN ASSERMENTE



DE

Niveau
de Paladin

Niveau de Paladin - 3 = Niveau de Lancement 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 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 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.

LIEN DIVIN

Niveau ☐ MONTURE SPECIAL ☐ ARME LIÉE
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"/>
	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 Lancement de Sort

Oath of Vengeance

VOW

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR = (Niveau de Paladin ÷ 3) + Divers (arrondi au supérieur) Ennemis Aujourd'hui ☐☐☐☐

ATTAQUE BONUS + ☐ = CHA + Divers

DEFLECTION BONUS + CA = CHA + Divers

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

BONUS AUX DOMMAGES CONTRE LE MAL + ☐ = (Niveau de Paladin × 2) + Divers

Niveau 11 **POWERFUL JUSTICE**
Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR = (Niveau de Paladin ÷ 2) + CHA + Divers (arrondi à l'inférieur) Utilisations aujourd'hui ☐☐☐☐☐☐☐☐☐☐

Niveau 2 **SOINS POINTS DE VIE** d6 = (Niveau de Paladin ÷ 2) + Divers (arrondi à l'inférieur)

Niveau **GRACE**

3	12
6	15
9	18

Niveau 8 **CHANNEL WRATH**
Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

SORTS PREPARES

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blessing of fervour	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Order's wrath	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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.