

# 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

### AURA OF COURAGE

Niveau 3 Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

### AURA OF RESOLVE

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

### AURA OF JUSTICE

Niveau 11 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.

### AURA OF FAITH

Niveau 14 Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Niveau 17 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.

## LIEN DIVIN

Niveau 5 ☐ 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 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

ENNEMIS  
PAR JOUR

Niveau  
de Paladin

Divers

Ennemis  
Aujourd'hui

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \text{ (arrondi au supérieur)}$$

ATTAQUE  
BONUS

Divers

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

DEFLECTION  
BONUS

Divers

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

BONUS AUX DOMMAGES  
CONTRE LE MAL

Niveau  
de Paladin

Divers

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## IMPOSITION DES MAINS

UTILISATIONS  
PAR JOUR

Niveau  
de Paladin

Divers

Utilisations aujourd'hui

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CHA} + \phantom{00} \text{ (arrondi à l'inférieur)}$$

Niveau 2

SOINS  
HIT POINTS

Niveau  
de Paladin

Divers

$$\boxed{\phantom{00}} \text{ d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \text{ (arrondi à l'inférieur)}$$

Niveau GRACE

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.