

PALADIN ASSERMENTE



DE

Niveau
de Paladin

Niveau de Paladin - 3 = Niveau de Lancer 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 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.

DIVINE HEALTH

Niveau 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

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

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

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

LIEN DIVIN

Niveau 5 ☐ MONTURE SPECIAL ☐ ARME LIÉE
Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+ CHA supplémentaires
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"/>
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\text{Concentration} = \text{CHA} + \text{Niveau de Lancer de Sort}$

Oath of Loyalty

VOW

CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LOYAL OATH

ALLIES PER DAY
Niveau de Paladin Divers
 $\text{Allies Today} = \left(\frac{\text{Niveau de Paladin}}{3} \right) + \text{Divers}$ (arrondi au supérieur)

CHA

Bonus on all saving throws and armour class granted to chosen ally when adjacent.
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Niveau 8 When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR
Niveau de Paladin Divers
 $\text{Utilisations aujourd'hui} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{CHA} + \text{Divers}$
(arrondi à l'inférieur)

SOINS HIT POINTS
Niveau de Paladin Divers
 $\text{Hit Points} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$
(arrondi à l'inférieur)

Niveau 3 **GRACE** 12
Niveau 6 15
Niveau 9 18

SORTS PREPARES

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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.