

# 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 **AURA OF PURITY**  
+4 to saves against spells and effects from aberrations.  
Allies within 10ft get +1 to these saves.

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.

## CHANNEL POSITIVE ENERGY

Niveau 4 Concentrer l'énergie 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  
 $\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$  (arrondi à l'inférieur)

## LIEN DIVIN

Niveau 5 ☐ MONTURE SPECIAL ☐ ARME LIÉE

Type ☐ Convoqués Aujourd'hui

Améliorations

## CLEANSING FLAME

Niveau 11 Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

## SORTS

Sort DD sauvegarde	Sorts par jour	=	Base 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  $\boxed{\phantom{000}} = \text{CHA} + \frac{\text{Niveau de Lancement de Sort}}{2}$

# Oath against Corruption

VOW

## CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.  
Destroy them if you can, or banish them if you cannot.

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

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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

Niveau	GRACE
3	12
6	15
9	18

## SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <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"/> <input type="checkbox"/> <input type="checkbox"/> Acute sense	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of idiocy	<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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell immunity	<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"/>

## CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

Niveau 20 On using Channel Positive Energy or Lay On Hands, heal the maximum possible.

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