

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
 $\boxed{} d6 = \left(\frac{}{2} \right) + $
(arrondi au supérieur)

VOLONTE SAVE DC
Niveau de Paladin **CHA**
 $\boxed{} = 10 + \left(\frac{}{2} \right) + $
(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	Sorts supplémentaires
<input type="checkbox"/>	1				<input type="checkbox"/>
<input type="checkbox"/>	2				<input type="checkbox"/>
<input type="checkbox"/>	3				<input type="checkbox"/>
<input type="checkbox"/>	4				<input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

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

Oath of Charity

VOW

CODE OF CONDUCT

Always offer help to good creatures who need it.
Always offer help to the poor and destitute.

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR Niveau de Paladin Divers Ennemis Aujourd'hui
 $\boxed{} = \left(\frac{}{3} \right) + $ (arrondi au supérieur)

ATTAQUE BONUS Divers **DEFLECTION BONUS** Divers
 $\boxed{} + \text{CHA} = $ $\boxed{} + \text{CA} = \text{CHA} + $

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** de Paladin Divers
 $\boxed{} + = \left(\frac{}{2} \right) \times 2 + $

CHARITABLE HANDS

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

SOINS HIT POINTS Niveau de Paladin Divers Heal 50% less when used on yourself Heal 50% more when used on others
 $\boxed{} d6 = \left(\frac{}{2} \right) + $ (arrondi à l'inférieur)

CHARITABLE MERCIES (Selected each day)

Niveau 3 12
6 15
9 18

SORTS PREPARES

<input type="checkbox"/>	Magic stone	<input type="checkbox"/>
<input type="checkbox"/>		1 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Make whole	<input type="checkbox"/>
<input type="checkbox"/>		2 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Magic vestment	<input type="checkbox"/>
<input type="checkbox"/>		3 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Imbue with spell ability	<input type="checkbox"/>
<input type="checkbox"/>		4 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

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.