

# 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 COURAGE**  
Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Niveau 8 **ANCHORING AURA**  
Evil outsiders within 20ft must pass a will save in order to use extradimensional travel.  
Spend one use of Smite Evil to anchor a target within 30ft.

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  
 $\boxed{\phantom{000}} d6 = \left( \frac{\phantom{000}}{2} \right) + \phantom{000}$   
(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 ☐ MONTURE SPECIAL ☐ ARME LIÉE  
5

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  $\boxed{\phantom{000}} = \text{CHA} + \text{Niveau de Lancement de Sort}$

# Oath against fiends

VOW

## CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.  
Banish those you cannot kill. Purge the evil from those possessed by fiends.

## CHÂTIMENT DU MAL

**ENNEMIS PAR JOUR**  
Niveau de Paladin Divers Ennemis Aujourd'hui  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} \right) + \phantom{000}$  (arrondi au supérieur)

**ATTAQUE BONUS** Divers **DEFLECTION BONUS** Divers  
 $\boxed{+ \phantom{000}} = \text{CHA} + \phantom{000}$   $\boxed{+ \text{CA}} = \text{CHA} + \phantom{000}$

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 **BONUS AUX DOMMAGES CONTRE LE MAL** de Paladin Divers  
 $\boxed{+ \phantom{000}} = \phantom{000} + \phantom{000}$   $\boxed{+ \phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## IMPOSITION DES MAINS

**UTILISATIONS PAR JOUR** Niveau de Paladin Divers Utilisations aujourd'hui  
 $\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{2} \right) + \text{CHA} + \phantom{000}$   
(arrondi à l'inférieur)

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

Niveau	GRACE
3	15
6	18
12	

## SORTS PREPARES

<input type="checkbox"/>	Resist energy	<input type="checkbox"/>
<input type="checkbox"/>		1 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Detect thoughts	<input type="checkbox"/>
<input type="checkbox"/>		2 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Invisibility purge	<input type="checkbox"/>
<input type="checkbox"/>		3 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Plane shift	<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.