

# 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 **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 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<br>DD sauvegarde | Sorts<br>par jour | = | Base<br>Sorts | Sorts supplémentaires<br>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 ÷ 3 ) + Divers (arrondi au supérieur) Ennemis Aujourd'hui ☐ ☐ ☐

**ATTAQUE BONUS** + = CHA + Divers **DEFLECTION BONUS** + CA = CHA + Divers

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** + = ( Niveau de Paladin × 2 ) + Divers

## IMPOSITION DES MAINS

**UTILISATIONS PAR JOUR** = ( Niveau de Paladin ÷ 2 ) + CHA + Divers (arrondi à l'inférieur) Utilisations aujourd'hui ☐ ☐ ☐ ☐ ☐ ☐

Niveau 2 **SOINS POINTS DE VIE** d6 = ( Niveau de Paladin ÷ 2 ) + Divers (arrondi à l'inférieur)

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

## SORTS PREPARES

|   |  |
|---|--|
| <input type="checkbox"/> <input type="checkbox"/> Enlarge person                            | <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"/> Bear's endurance | <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"/> |
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| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vol              | <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"/> |
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| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stoneskin        | <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"/> |
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## 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.