UNDEAD SCOURGE

DE

(PALADIN)

BON LOYAL CHAOTIQUE MAUVAIS

Niveau de Paladin - 3 = Niveau de Lanceur 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 LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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

d6 = (Niveau de Paladin ÷ 2) + Divers

(arrondi au supérieur)

VOLONTE
SAVE DC

= 10 + (Niveau de Paladin ÷ 2) + 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	+ Sorts supplémentaires CHA
	1			☐☐☐☐
	2			☐☐☐☐
	3			☐☐☐☐
	4			☐☐☐☐

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

Concentration = CHA + Niveau de Lanceur de Sort

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.

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

DOMMAGES
BONUS

+ = Niveau de Paladin + Divers

BONUS AUX DOMMAGES
CONTRE LE MAL

+ = (Niveau de Paladin × 2) + Divers

IMPOSITION DES MAINS

Niveau 2

UTILISATIONS
PAR JOUR

= (Niveau de Paladin ÷ 2) + CHA + Divers

(arrondi à l'inférieur)

Utilisations aujourd'hui ☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐

SOINS
HIT POINTS

d6 = (Niveau de Paladin ÷ 2) + Divers

(arrondi à l'inférieur)

GRACE

Niveau	
3	12
6	15
9	18

SORTS PREPARES

☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature.
If successful, it must make a will save or be destroyed.

Niveau 11 — **VOLONTE**
SAVE DC

= 10 + (Niveau de Paladin ÷ 2) + CHA

Undead with twice as many hit dice are unaffected.

HOLY CHAMPION

Niveau 20

Increase damage reduction to 10/evil.
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.