

CHOSEN ONE

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lanceur de Sort

Niveau de Paladin

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.

DELAYED GRACE

Niveau 4 Bonus to all saving throws

AURA

AURA OF COURAGE

Niveau 3 Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE

Niveau 8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.

AURA OF JUSTICE

Niveau 11 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.

AURA OF FAITH

Niveau 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Niveau 17 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

$$d6 = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$$
 (arrondi au supérieur)

VOLONTE SAVE DC

Niveau de Paladin

$$= 10 + \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{CHA}$$
 (arrondi à l'inférieur)

DIVINE EMISSARY

Niveau 1 Gain an emissary familiar, treating paladin level as wizard level for that purpose.

Nom Type de créature

RELIGIOUS MENTOR

Familiar is treated as having as many ranks in Knowledge (religion) equal to the Chosen One's paladin level.

TRUE FORM

Familiar transforms into outsider improved familiar, with the change shape universal monster ability to change into original form or true form at will.

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
$$= \text{CHA} + \text{Niveau de Lanceur de Sort}$$

DELAYED SMITE EVIL

ENNEMIS PAR JOUR

Niveau de Paladin Divers

$$\text{Ennemis Par Jour} = \left(\frac{\text{Niveau de Paladin}}{3} \right) + \text{Divers}$$
 (arrondi au supérieur)

ATTAQUE BONUS

Divers

$$+ \text{CHA}$$

DEFLECTION BONUS

Divers

$$+ \text{CA} = \text{CHA} + \text{Divers}$$

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

$$+ \text{Divers}$$

BONUS AUX DOMMAGES CONTRE LE MAL

Niveau de Paladin Divers

$$+ \text{Divers} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$$

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

Niveau de Paladin Divers

$$\text{Utilisations Par Jour} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{CHA} + \text{Divers}$$
 (arrondi à l'inférieur)

Utilisations aujourd'hui

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SOINS POINTS DE VIE

Niveau de Paladin Divers

$$d6 = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$$
 (arrondi à l'inférieur)

LAY ON PAWS

Familiar may also use Lay On Hands, including all Mercies, but this expends two uses of the Chosen One's Lay On Hands. At 4th level, familiar may also channel positive energy at the cost of four uses of Lay On Hands.

GRACE

Niveau

3

6

9

12

15

18

SORTS PREPARES

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□□□	2	□□□
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□□□	4	□□□
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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.