

# HOSPITALER



(PALADIN)

Niveau  
de Paladin

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

Niveau  
11 **AURA OF HEALING**  
Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make  
an extra saving throw against curses, disease or poison.

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 Prêtre Niveau = Niveau de Paladin - 3

## CANALISATION PAR JOUR

Divers Aujourd'hui  
 $\square\square\square$   
 $\square\square\square$   
 $\square\square\square$   
 $\square\square\square$

**ENERGIE  
JET** Prêtre Niveau Divers  
 $\square\square\square$  d6 =  $\left( \frac{\square\square\square}{2} \right) +$

**VOLONTE  
SAVE DC** Prêtre Niveau (arrondi au supérieur)  
 $\square\square\square$  = 10 +  $\left( \frac{\square\square\square}{2} \right) +$  **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
$\square\square\square$	1			$\square\square\square\square$
$\square\square\square$	2			$\square\square\square\square$
$\square\square\square$	3			$\square\square\square\square$
$\square\square\square$	4			$\square\square\square\square$

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

## CHÂTIMENT DU MAL

**ENNEMIS  
PAR JOUR**

Niveau  
de Paladin Divers  
 $\square\square\square$  =  $\left( \frac{\square\square\square}{6} \right) - 1 +$   
(arrondi au supérieur)

Ennemis  
Aujourd'hui  
 $\square\square$   
 $\square\square$

**ATTAQUE  
BONUS**

Divers  
 $\square\square\square$  + **CHA** +

**DEFLECTION  
BONUS**

Divers  
 $\square\square\square$  + **CA** = **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  
 $\square\square\square$  =  $\square\square\square$  +

**BONUS AUX DOMMAGES  
CONTRE LE MAL**

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

## IMPOSITION DES MAINS

**UTILISATIONS  
PAR JOUR**

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

Utilisations aujourd'hui  
 $\square\square\square$   $\square\square\square$   
 $\square\square\square$   $\square\square\square$   
 $\square\square\square$   $\square\square\square$

Niveau  
2

**SOINS  
HIT POINTS**

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

**GRACE**

Niveau

3

6

9

12

15

18

## SORTS PREPARES

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1

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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.