

UNDEAD SCOURGE



DE
(PALADIN)

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 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
Niveau de Paladin Divers
$$\boxed{} d6 = \left(\div 2 \right) + $$

(arrondi au supérieur)

VOLONTE SAVE DC
Niveau de Paladin
$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

(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
<input type="checkbox"/>	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"/>

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

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

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR
Niveau de Paladin Divers Ennemis Aujourd'hui
$$\boxed{} = \left(\div 3 \right) + $$

(arrondi au supérieur)

ATTAQUE BONUS
Divers
$$+ \boxed{} = \text{CHA} + $$

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

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
$$+ \boxed{} = + $$

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR
Niveau de Paladin Divers Utilisations aujourd'hui
$$\boxed{} = \left(\div 2 \right) + \text{CHA} + $$

(arrondi à l'inférieur)

Niveau 2 **SOINS POINTS DE VIE**
Niveau de Paladin Divers
$$\boxed{} d6 = \left(\div 2 \right) + $$

(arrondi à l'inférieur)

GRACE

Niveau 3	12
6	15
9	18

SORTS PREPARES

<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"/>	2 <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"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4 <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

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**
Niveau de Paladin
$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

Undead with twice as many hit dice are unaffected.

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.