

PALADIN

DE



(PALADIN)

Niveau de Paladin = 3 = Niveau de Lancement de Sort

Niveau de Paladin

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 Concentrer l'energie positive utilise deux utilisations quotidiennes d'Imposition des Mains

ENERGIE
JET

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

VOLONTE
SAVE DC

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

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
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2			<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"/>
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration ☐ = CHA + Niveau de Lancement de Sort

CHÂTIMENT DU MAL

ENNEMIS
PAR JOUR

$$\text{Niveau de Paladin} \div 3 + \text{Divers} = \text{Ennemis Aujourd'hui}$$

ATTAQUE
BONUS

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

DEFLECTION
BONUS

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

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

$$+ \text{Niveau de Paladin} + \text{Divers}$$

BONUS AUX DOMMAGES
CONTRE LE MAL

$$+ \text{Niveau de Paladin} \times 2 + \text{Divers}$$

IMPOSITION DES MAINS

UTILISATIONS
PAR JOUR

$$\text{Niveau de Paladin} \div 2 + \text{CHA} + \text{Divers} \quad (\text{arrondi à l'inférieur})$$

Utilisations aujourd'hui

☐☐☐☐☐☐☐☐☐☐

Niveau 2

SOINS
HIT POINTS

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

GRACE

Niveau

3

6

9

12

15

18

SORTS PREPARES

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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.