

WARRIOR OF THE HOLY LIGHT



DE

(PALADIN)

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 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

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

VOLONTE SAVE DC

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

LIEN DIVIN

Niveau 5

☐ MONTURE SPECIAL ☐ ARME LIÉE

Type

☐ Convoqués Aujourd'hui

Améliorations

SHINING LIGHT

Niveau 14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE / HEALING

$$\text{DAMAGE / HEALING d6} = \frac{\text{Niveau de Paladin}}{2} \quad (\text{arrondi à l'inférieur})$$

REFLEX SAVE DC

$$\text{REFLEX SAVE DC} = 10 + \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{CHA}$$

Niveau 17

Twice per day

Niveau 20

Thrice per day

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR

$$\text{ENNEMIS PAR JOUR} = \left(\frac{\text{Niveau de Paladin}}{3} \right) + \text{Divers} \quad (\text{arrondi au supérieur})$$

Ennemis Aujourd'hui

☐☐
☐☐

ATTAQUE BONUS

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

DEFLECTION BONUS

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

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

$$\text{DOMMAGES BONUS} = \text{Niveau de Paladin} + \text{Divers}$$

BONUS AUX DOMMAGES CONTRE LE MAL

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

$$\text{UTILISATIONS PAR JOUR} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \left(\frac{\text{Niveau de Paladin}}{4} \right) + \text{CHA} + \text{Divers}$$

Niveau 2

SOINS POINTS DE VIE

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

Utilisations aujourd'hui

☐☐☐☐
☐☐☐☐
☐☐☐☐

GRACE

Niveau

3

6

9

12

15

18

POWER OF FAITH

Niveau	Aura Radius	Moral Bonus	Ability Damage Healing	Energy Resistance	Avoid Critical Hits
4	9,00 m	+1			
8			1d4		
12				10	
16					25%
20	60ft	+2	2d4	20	50%

As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack, damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed critical hits into normal hits.

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.