

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

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

(arrondi au supérieur)

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

(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
$$\left(\frac{\text{Niveau de Paladin}}{3} \right) + \text{Divers}$$

(arrondi au supérieur)

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

A successful strike with smite evil bypasses damage reduction.

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

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

Les dommages de Châtiment sont doublés pour le premier coup touché contre les extérieurs mauvais, dragons mauvais et morts vivants.

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

IMPOSITION DES MAINS

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

(arrondi à l'inférieur)

Niveau 2 **SOINS HIT POINTS**
$$d6 = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers}$$

(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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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.