

# PALADIN ASSERMENTE



DE

Niveau  
de Paladin

Niveau  
de Paladin = Niveau de  
Lanceur de Sort

## DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.  
Does not detect any other undead creatures nearby.

## DIVINE GRACE

Niveau  
2 **CHA** Bonus to all  
saving throws

## AURA

### AURA OF COURAGE

Immune to fear effects including magic.

Niveau  
3 Allies within 10ft get +4 to saves against fear effects.

### GHOST TOUCH AURA

Armour gains the ghost touch property.  
From level 9, apply to shield as well.

### AURA OF LIFE

Niveau  
8 +4 to save against negative levels. Allies within 10ft get  
+2 against these saves.

### AURA OF FAITH

Niveau  
14 Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Niveau  
17 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  
 $\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$

**VOLONTE**  
**SAVE DC** Niveau  
de Paladin (arrondi au supérieur)  
 $\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CHA}$   
(arrondi à l'inférieur)

Niveau  
11 Channelling positive energy against the undead for  
just one use of Lay On Hands.

## LIEN DIVIN

Niveau ☐ **MONTURE SPECIAL** ☐ **ARME LIÉE**  
5

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  $\boxed{\phantom{000}} = \text{CHA} + \phantom{000}$  Niveau de  
Lanceur de Sort

# Oath against Undeath

VOW

## CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.  
Prevent the taint of undeath from spreading to the newly dead,  
blessing or burning the corpses as necessary.

## CHÂTIMENT DU MAL

**ENNEMIS**  
**PAR JOUR** Niveau  
de Paladin Divers Ennemis  
Aujourd'hui  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$  (arrondi au supérieur)

**ATTAQUE**  
**BONUS** Divers **DEFLECTION**  
**BONUS** Divers  
 $\boxed{\phantom{000}} + \text{CHA} = \phantom{000}$   $\boxed{\phantom{000}} + \text{CA} = \text{CHA} + \phantom{000}$

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 **BONUS AUX DOMMAGES**  
**CONTRE LE MAL** de Paladin Divers  
 $\boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## IMPOSITION DES MAINS

**UTILISATIONS**  
**PAR JOUR** Niveau  
de Paladin Divers Utilisations aujourd'hui  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CHA} + \phantom{000}$   
(arrondi à l'inférieur)

**SOINS**  
**HIT POINTS** Niveau  
de Paladin Divers  
 $\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$  (arrondi à l'inférieur)

Niveau **GRACE**  
6 15  
12 18

## SORTS PREPARES

<input type="checkbox"/>	Sanctify corpse	<input type="checkbox"/>
<input type="checkbox"/>		1 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Darkvision	<input type="checkbox"/>
<input type="checkbox"/>		2 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Searing light	<input type="checkbox"/>
<input type="checkbox"/>		3 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>	Halt undead	<input type="checkbox"/>
<input type="checkbox"/>		4 <input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

## 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.