

PALADIN ASSERMENTE



DE

Niveau
de Paladin

Niveau
de Paladin - 3 = 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.

HOLY REACH

Niveau 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

AURA

AURA OF COURAGE

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

AURA OF RESOLVE

Niveau 8 Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

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'énergie 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 ☐ MONTURE SPECIAL ☐ ARME LIÉE

5

Type ☐ Convoqués
☐ Aujourd'hui

Améliorations

HORDEBREAKER

Niveau When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.

11 When using Holy Reach, make extra attacks of opportunity equal to CHA.

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
<input type="checkbox"/>	1			<input type="checkbox"/>
<input type="checkbox"/>	2			<input type="checkbox"/>
<input type="checkbox"/>	3			<input type="checkbox"/>
<input type="checkbox"/>	4			<input type="checkbox"/>

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

Concentration

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

Oath against Savagery

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

CHÂTIMENT DU MAL

ENNEMIS PAR JOUR

Niveau de Paladin Divers
 $\boxed{} = \left(\div 3 \right) + $ (arrondi au supérieur)

Ennemis
Aujourd'hui

☐
☐
☐

ATTAQUE BONUS

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

DEFLECTION BONUS

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

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
 $\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
 $\boxed{} = \left(\div 2 \right) + \text{CHA} + $
(arrondi à l'inférieur)

Utilisations aujourd'hui

☐☐☐
☐☐☐
☐☐☐

SOINS HIT POINTS

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

Niveau GRACE

3 12

6 15

9 18

SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<input type="checkbox"/> <input type="checkbox"/>
<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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from arrows	<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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haste	<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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine power	<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"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<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.