

# DIVINE DEFENDER

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lanceur 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

$$\text{Niveau de Paladin} \div 2 + \text{Divers} = \text{JET} \text{ d6} \quad (\text{arrondi au supérieur})$$

VOLONTE  
SAVE DC

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

## LIEN DIVIN

Niveau 5 ☐ MONTURE ☐ WEAPON ☐ ARMURE  
Nom

Type ☐ Convoqués Aujourd'hui

Améliorations

## 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  $\text{CHA} + \text{Niveau de Lanceur de Sort}$

## CHÂTIMENT DU MAL

ENNEMIS  
PAR JOUR

$$\text{Niveau de Paladin} \div 3 + \text{Divers} = \text{ENNEMIS PAR JOUR}$$

ATTAQUE  
BONUS

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

DEFLECTION  
BONUS

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

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

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

BONUS AUX DOMMAGES  
CONTRE LE MAL

$$\text{Niveau de Paladin} \times 2 + \text{Divers} = \text{BONUS AUX DOMMAGES CONTRE LE MAL}$$

## IMPOSITION DES MAINS

UTILISATIONS  
PAR JOUR

$$\text{Niveau de Paladin} \div 2 + \text{CHA} + \text{Divers} = \text{UTILISATIONS PAR JOUR}$$

Utilisations aujourd'hui

☐☐☐ ☐☐☐

Niveau 2

SOINS  
HIT POINTS

$$\text{Niveau de Paladin} \div 2 + \text{Divers} = \text{SOINS HIT POINTS}$$

## SHARED DEFENCE

Niveau 3 CA +1 DMD +1 Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

Niveau 9 CA +2 DMD +2 **CHA** trs Duration of bonus

Niveau 6 Bonus granted to all allies within 10ft.  
Allies within range who reach lower than 0hp automatically stabilise.

Niveau 12 Bonus granted to all allies within 15ft.  
Allies within range are immune to bleed damage

Niveau 18 Bonus granted to all allies within 20ft.  
Allies within range gain a 25% chance to negate sneak or critical hit damage.

## 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.