## **BASTION OF GOOD** SACRED SHIELD **FOES** Paladin PER DAY Level Paladin Misc Today Level (PALADIN) = ( Paladin - 3 = Caster (Round up) Level Level **ARMOUR** Paladin DETECT EVIL **BONUS** Allies within 10ft, not including yourself, Level As a move action, detect evil in one creature or item within 60ft. only take half damage from your chosen foe. ÷ 4 Does not detect any other evil auras nearby. **DIVINE GRACE** Level IMPROVED BASTION Level Bonus to all 11 Allies within 20ft, not including yourself, only take half damage from your chosen foe. 2 saving throws Level PERFECT BASTION **AURA** 20 Allies within 20ft, including yourself, gain regeneration 10 against your chosen foe. **AURA OF COURAGE** Level LAY ON HANDS Immune to fear effects including magic 3 **USES** Paladin Allies within 10ft get +4 to saves against fear effects. Uses Today PER DAY Level Misc **AURA OF RESOLVE** Level Immune to charm effects including magic. 8 Allies within 10ft get +4 to saves against charm effects. Level (Round down) Level **AURA OF FAITH** 2 **HEALING** Paladin 14 Weapons considered Good aligned for overcoming DR. HIT POINTS Level Misc **AURA OF RIGHTEOUSNESS** = ( Level d6 Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic. (Round down) Allies within 10ft get +4 to saves against charm effects. **MERCIES DIVINE HEALTH** Level Level 3 Immune to all diseases including magic. 3 6 **HOLY SHIELD** Spend two of today's uses of Lay On Hands to channel 9 energy through your shield, protecting allies. Adjacent allies gain a shield bonus equal to your own. **12** Level This does not stack with their own shield bonus. 4 **DURATION** 15 = 3 + CHA rds 18 Level PREPARED SPELLS Allies within 10ft gain the shield bonus. 11 Level Allies within 20ft gain the shield bonus. 1 20 **DIVINE BOND** USES Paladin Level PER DAY Level 2 5 = ( (Round up) Paladin Uses **DURATION** Level Today 3 mins Enhancements

Spell Save DC		SPEL Spells per day	LS =	Base Spells	+	Bonus Spells CHA
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	3					0000
	4					
Spell Save I	DC = 10 + CH	A + Spell	Leve	el		