## BASTION OF GOOD SACRED SHIELD **FOES** Paladin PER DAY Level Paladin Misc Today Level (PALADIN) ÷ 3 ) Paladin - 3 = Caster (Naar boven afgerond) 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 Misc AURA OF RESOLVE Level Immune to charm effects including magic. 8 Allies within 10ft get +4 to saves against charm effects. Level (Naar beneden afgerond) Level **AURA OF FAITH** 2 **HEALING** Paladin 14 Weapons considered Good aligned for overcoming DR. HIT POINTS Misc Level AURA OF RIGHTEOUSNESS ÷ 2 Level Gain damage reduction 5/evil. d6 **17** Immune to compulsion effects including magic. (Naar beneden afgerond) 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 + CHArds 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 (Naar boven afgerond) Paladin Uses DURATION Level Today 3 = mins Enhancements

SPELLS				
Spell Save DC		Spells per day	= Basis Spreuken+	Bonus Spells CHA
	1			7777
	2			
	3			
	4			
Spell Save I	DC = 10 + CH	IA + Spell	Level	