

SACRED SHIELD

OF



(PALADIN)

Nível de Paladino - 3 = Conjurador Nível

Nível de Paladino

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

Nível

2

CAR

Bonus to all saving throws

AURA

Nível

3

AURA OF COURAGE

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

Nível

8

AURA OF RESOLVE

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

Nível

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nível

17

Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Nível

3

Immune to all diseases including magic.

HOLY SHIELD

Spend two of today's uses of Lay On Hands to channel energy through your shield, protecting allies.

Adjacent allies gain a shield bonus equal to your own.

Nível

4

This does not stack with their own shield bonus.

DURATION

rds = 3 + CAR

Nível

11

Allies within 10ft gain the shield bonus.

Nível

20

Allies within 20ft gain the shield bonus.

DIVINE BOND

Nível

5

USOS
PER DAY

Nível de Paladino

= (÷ 4) - 1
(Arredonda para Cima)

DURATION

Nível de Paladino

Uses Today

mins =

Enhancements

MAGIAS

Teste de Resistência CD

Magias por dia

=

Base Magia

+

Bonus Spells CHA

1

2

3

4

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração

= CAR +

Conjurador Nível

BASTION OF GOOD

FOES
PER DAY

Nível de Paladino

Outros

Foes Today

= (÷ 3) +
(Arredonda para Cima)

ARMOUR
BONUS

Nível de Paladino

+ CA = CAR + (÷ 4)

Allies within 10ft, not including yourself, only take half damage from your chosen foe.

IMPROVED BASTION

Nível

11

Allies within 20ft, not including yourself, only take half damage from your chosen foe.

Nível

20

Allies within 20ft, including yourself, gain regeneration 10 against your chosen foe.

LAY ON HANDS

USOS
PER DAY

Nível de Paladino

Outros

Hoje

= (÷ 2) + CAR +
(Arredonda para Baixo)

Nível

2

HEALING
HIT POINTS

Nível de Paladino

Outros

d6 = (÷ 2) +
(Arredonda para Baixo)

MERCIES

Nível

3

6

9

12

15

18

MAGIAS PREPARADAS

1

2

3

4