

SACRED SHIELD

DE



(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

Nivel de Paladín

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

Nivel

2

CAR

Bonus to all saving throws

AURA

Nivel

3

AURA OF COURAGE

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

Nivel

8

AURA OF RESOLVE

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

Nivel

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nivel

17

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

DIVINE HEALTH

Nivel

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.

Nivel

4

This does not stack with their own shield bonus.

Duración

turnos = 3 + CAR

Nivel

11

Allies within 10ft gain the shield bonus.

Nivel

20

Allies within 20ft gain the shield bonus.

VÍNCULO DIVINO

Nivel

5

USOS PER DAY

Nivel de Paladín

= ($\div 4$) - 1
(Redondear arriba)

Duración

Nivel de Paladín

Usos Hoy

mins =

Mejoras

CONJUROS

CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales CAR

	1			
	2			
	3			
	4			

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración = CAR + Nivel de Lanzador

BASTION OF GOOD

ENEMIGOS AL DÍA

Nivel de Paladín

Misc

Enemigos Hoy

□□□
□□□

= ($\div 3$) +
(Redondear arriba)

ARMOUR BONUS

Nivel de Paladín

+ CA = CAR + ($\div 4$)

IMPROVED BASTION

Nivel

11

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

Nivel

20

PERFECT BASTION

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

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de Paladín

Misc

Usos Hoy

□□□ □□□
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= ($\div 2$) + CAR +
(Redondear abajo)

Nivel

2

CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

d6 = ($\div 2$) +
(Redondear abajo)

MISERICORDIAS

Nivel

3

6

9

12

15

18

CONJUROS PREPARADOS

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