

SACRED SHIELD

DER DOMÄNE



(PALADIN)

Paladin-
stufe

- 3 =

Paladin-
stufe

Zauber-
stufe

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

Stufe

2

CH

Bonus to all
saving throws

AURA

Stufe

3

AURA OF COURAGE

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

Stufe

8

AURA OF RESOLVE

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

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

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

DIVINE HEALTH

Stufe

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.

Stufe

4

This does not stack with their own shield bonus.

DURATION

Runden

= 3 + CH

Stufe

11

Allies within 10ft gain the shield bonus.

Stufe

20

Allies within 20ft gain the shield bonus.

GÖTTLICHER BUND

Stufe

5

ANZAHL
PRO TAG

Paladin-
stufe

= ($\div 4$) - 1
(aufrunden)

DURATION

Paladin-
stufe

Nutzungen
Heute

mins

=

□□

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

1

2

3

4

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Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration

= CH

+

Zauber-
stufe

BASTION OF GOOD

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

□□□
□□□

= ($\div 3$) +
(aufrunden)

ARMOUR
BONUS

Paladin-
stufe

+ RK = CH + ($\div 4$)

IMPROVED BASTION

Stufe

11

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

Stufe

20

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

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute eingesetzt

= ($\div 2$) + CH +
(abrunden)

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Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

W6 = ($\div 2$) +
(abrunden)

GNADEN

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

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