

SACRED SHIELD

DE



(PALADIN)

Paladin Niveau 3 = Niveau de Lancement de Sort

Paladin Niveau

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

Niveau 2 **CHA** Bonus to all saving throws

AURA

Niveau 3 **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Niveau 8 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Niveau 14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Niveau 17 **AURA OF RIGHTEOUSNESS**
Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Niveau 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.

Niveau 4 This does not stack with their own shield bonus.

DURATION

trs = 3 + **CHA**

Niveau 11 Allies within 10ft gain the shield bonus.

Niveau 20 Allies within 20ft gain the shield bonus.

DIVINE BOND

Niveau 5 **UTILISATIONS PAR JOUR**
Paladin Niveau
5 = (**CHA** ÷ 4) - 1
(arrondi au supérieur)

DURATION

mins = **Paladin Niveau** Utilisation Aujourd'hui

Enhancements

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	+ Sorts supplémentaires CHA
1				
2				
3				
4				

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration **CHA** + **Niveau de Lancement de Sort**

BASTION OF GOOD

FOES PER DAY

Paladin Niveau
Divers
= (**CHA** ÷ 3) + **Paladin Niveau**
(arrondi au supérieur)

Ennemis Aujourd'hui

ARMOUR BONUS

+ CA = **CHA** + (**Paladin Niveau** ÷ 4)

Niveau IMPROVED BASTION

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

Niveau PERFECT BASTION

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

Paladin Niveau
Divers
= (**CHA** ÷ 2) + **CHA** + **Paladin Niveau**
(arrondi à l'inférieur)

Utilisations aujourd'hui

Utilisations aujourd'hui

Niveau 2

HEALING HIT POINTS

Paladin Niveau
Divers
d6 = (**CHA** ÷ 2) + **Paladin Niveau**
(arrondi à l'inférieur)

MERCIES

Niveau 3

6

9

12

15

18

SORTS PREPARES

1	1
2	2
3	3
4	4