SACRED SHIELD

DE

(PALADIN)

Niveau de Paladin

Niveau de Paladin − 3 = Niveau de Lanceur de Sort

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

Niveau **4**

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.

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.

LIEN DIVIN

Niveau **5**

UTILISATIONS PAR JOUR

$= \left(\dfrac{\text{Niveau de Paladin}}{} \div 4 \right) - 1$

(arrondi au supérieur)

DURATION

mins $=$

Niveau de Paladin

Utilisation Aujourd'hui

Améliorations

BASTION OF GOOD

ENNEMIS PAR JOUR

$= \left(\dfrac{\text{Niveau de Paladin}}{} \div 3 \right) +$ Divers

(arrondi au supérieur)

Ennemis Aujourd'hui

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

ARMOUR BONUS

$+$ CA $=$ CHA $+ \left(\dfrac{\text{Niveau de Paladin}}{} \div 4 \right)$

Niveau **11** — **IMPROVED BASTION**
Allies within 20ft, not including yourself, only take half damage from your chosen foe.

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

IMPOSITION DES MAINS

Niveau **2**

UTILISATIONS PAR JOUR

$= \left(\dfrac{\text{Niveau de Paladin}}{} \div 2 \right) +$ CHA $+$ Divers

(arrondi à l'inférieur)

Utilisations aujourd'hui

SOINS POINTS DE VIE

d6 $= \left(\dfrac{\text{Niveau de Paladin}}{} \div 2 \right) +$ Divers

(arrondi à l'inférieur)

GRACE

Niveau

3

6

9

12

15

18

SORTS PREPARES

☐☐☐		☐☐☐
☐☐☐	**1**	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	**2**	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	**3**	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	**4**	☐☐☐
☐☐☐		☐☐☐

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 Lanceur de Sort

BON LOYAL CHAOTIQUE MAUVAIS