

SACRED SHIELD

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lancer 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

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.

LIEN DIVIN

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

DURATION Niveau de Paladin Utilisation Aujourd'hui
mins =

Améliorations

SORTS

Sort DD sauvegarde		Sorts par jour	=	Base Sorts	Sorts supplémentaires CHA																								
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration = **CHA** + **Niveau de Lancer de Sort**

BASTION OF GOOD

ENNEMIS PAR JOUR

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

Ennemis Aujourd'hui

ARMOUR BONUS

+ CA = **CHA** + (**Niveau de Paladin** ÷ 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

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

Utilisations aujourd'hui

Niveau

2 SOINS HIT POINTS

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

GRACE

Niveau

3

6

9

12

15

18

SORTS PREPARES

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