

SACRED SHIELD

DE



(PALADIN)

Nivel de
Paladín

- 3 =

Nivel de
Paladín

Nivel de
Lanzador

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 hacia 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 de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración

= CAR +

Nivel de
Lanzador

BASTION OF GOOD

ENEMIGOS
AL DÍA

Nivel de
Paladín

Misc

Enemigos
Hoy

□□□
□□□

= ($\div 3$) +

(Redondear hacia arriba)

ARMOUR
BONUS

Nivel de
Paladín

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

Nivel

IMPROVED BASTION

11

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

Nivel

PERFECT BASTION

20

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

Usos Hoy

= ($\div 2$) + CAR +

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Nivel

2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

d6 = ($\div 2$) +

(Redondear hacia abajo)

MISERICORDIAS

Nivel

3

6

9

12

15

18

CONJUROS PREPARADOS

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