Divine Defender

Some paladins see themselves as the last line of defense between the teeming hordes of evil and the innocent folk trying to make a living in a harsh, unforgiving world. These defenders spend their lives protecting others and taking on foes that the common man should not even know exist. To aid them in their holy mission, they have special powers to protect themselves and those around them. The divine defender has the following class features:

**SHARED DEFENSE**

At 3rd level, a divine defender can spend one use of his Lay on Hands ability as a [standard action](https://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions) to grant all adjacent allies (including paladins) a bonus. At 3rd level, adjacent allies receive a +1 [sacred bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Sacred-Bonus) to their [AC](https://www.d20pfsrd.com/gamemastering/combat#TOC-armor-Class) and [CMD](https://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuver-Defense) and on their [saving throws](https://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws). These bonuses last for a number of rounds equal to the divine defender’s [Charisma](https://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses are granted to all allies within 10 feet, and allies that are at fewer than 0 [hit points](https://www.d20pfsrd.com/gamemastering/combat#TOC-Hit-Points) within this area are automatically stabilized. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area are immune to [bleed](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Bleed) damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to negate any [sneak attack](https://www.d20pfsrd.com/classes/core-classes/rogue#TOC-Sneak-Attack) or [critical hit](https://www.d20pfsrd.com/gamemastering/combat#TOC-Critical-Hits) scored against them. This ability does not stack with the chance provided from the light, medium, or heavy fortification armor special abilities. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area.

This ability replaces [mercy](https://www.d20pfsrd.com/classes/core-classes/paladin#TOC-Mercy-Su-).

**SHARED DEFENSE TABLE**

* Standard Action 1 Use lay on Hands
* Lasts Equal to CHA Bonus

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Sacred Bonus to AC/CMD/ Saving Throws** | **Range** | **Other** |
| 3rd | +1 | Adjacent |  |
| 6th |  | 10 Feet | -Stabilize below 0 HP |
| 9th | +2 |  |  |
| 12th |  | 15 Feet | -Stabilize below 0 HP  -Immune to Bleed damage |
| 15th | +3 |  |  |
| 18th |  | 20 Feet | -Stabilize below 0 HP  -Immune to Bleed damage  -25% Chance to negate Sneak attack/Critical Hit |

**DIVINE BOND**

At 5th level, instead of forming a divine bond with his weapon or a mount, a divine defender can form a bond with his armor. As a [standard action](https://www.d20pfsrd.com/gamemastering/combat#TOC-Standard-Actions), a divine defender can enhance his armor by calling upon the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the armor to shed light like a torch. At 5th level, the spirit grants the armor a +1 [enhancement bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Enhancement-Bonus). For every three levels beyond 5th, the armor gains another +1 [enhancement bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Enhancement-Bonus), to a maximum of +6 at 20th level. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +3, or they can be used to add any of the following armor properties: [*champion*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Champion) [[APG]](https://www.d20pfsrd.com/classes/core-classes/paladin#Footnote-APG), [*ghost touch*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Ghost-Touch), [*heavy fortification*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Fortification), [*invulnerability*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Invulnerability), [*light fortification*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Fortification), [*moderate fortification*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Fortification), [*spell resistance*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Spell-Resistance) (13, 15, 17, or 19)

Adding these properties consumes an amount of bonus equal to the property’s cost. In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties: [*energy resistance*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Energy-Resistance) for +3 bonus, [*improved energy resistance*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Energy-Resistance-Improved) for +5 bonus, or [*righteous*](https://www.d20pfsrd.com/magic-items/magic-armor#TOC-Righteous) [[APG]](https://www.d20pfsrd.com/classes/core-classes/paladin#Footnote-APG) for +4 bonus. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 [enhancement bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Enhancement-Bonus) must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the armor is worn by anyone other than the divine defender, but it resumes giving bonuses if the divine defender dons the armor again. A divine defender can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a suit of armor with a celestial spirit is destroyed, the divine defender loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the divine defender takes a –1 penalty on attack and weapon damage rolls.

**DIVINE BOND TABLES**

* Standard Action 1
* Lasts 1 minute per level

**Bonus Table**

|  |  |  |
| --- | --- | --- |
| **Level** | **Bonus** | **Times/Day** |
| 5th | +1 | 1 x Day |
| 8th | +2 |  |
| 9th |  | 2 x Day |
| 11th | +3 |  |
| 13th |  | 3 x Day |
| 14th | +4 |  |
| 17th | +5 | 4 x Day |
| 20th | +6 |  |

**Powers Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **Power** | **Effect** | **Bonus Cost** | **Min Level** |
| [Champion](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/champion) | A wearer with one of these abilities gains a +2 sacred bonus to AC against attacks from the chosen opponent for Smite. | +1 | 5th |
| [Fortification, Light](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/fortification) | 25% chance that a critical hit or sneak attack is negated and damage is instead rolled normally. | +1 | 5th |
| [Spell resistance 13](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/spell-resistance) | This special ability grants the armor or shield’s wearer a spell resistance of 13. | +2 | 8th |
| [Ghost Touch](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/ghost-touch) | Enhancement bonus and its armor bonus count against the attacks of corporeal and incorporeal creatures. | +3 | 11th |
| [Invulnerability](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/invulnerability) | Grants damage reduction 5/magic | +3 | 11th |
| [Energy Resistance](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/energy-resistance/) | Absorbs the first 10 points of energy damage per attack that the wearer would normally take (acid, cold, electricity, fire, or sonic). | +3 | 11th |
| [Fortification, Moderate](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/fortification) | 50% chance that a critical hit or sneak attack is negated and damage is instead rolled normally. | +3 | 11th |
| [Spell resistance 15](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/spell-resistance) | This special ability grants the armor or shield’s wearer a spell resistance of 15. | +3 | 11th |
| [Righteous](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/righteous) | Righteous Might 10 Rounds: Your height immediately doubles, and your weight increases by a factor of eight. Become Large Size: You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil. AC: -2 (size + Dex) | +4 | 14th |
| [Spell resistance 17](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/spell-resistance) | This special ability grants the armor or shield’s wearer a spell resistance of 17. | +4 | 14th |
| [Energy Resistance, Improved](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/energy-resistance-improved) | Absorbs the first 20 points of energy damage per attack that the wearer would normally take (acid, cold, electricity, fire, or sonic). | +5 | 17th |
| [Fortification, Heavy](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/fortification) | 75% chance that a critical hit or sneak attack is negated and damage is instead rolled normally. | +5 | 17th |
| [Spell resistance 19](https://www.d20pfsrd.com/magic-items/magic-armor/magic-armor-and-shield-special-abilities/spell-resistance) | This special ability grants the armor or shield’s wearer a spell resistance of 19. | +5 | 17th |

| **TABLE: TINY AND LARGE WEAPON DAMAGE** | | |
| --- | --- | --- |
| **Medium Weapon Damage** | **Tiny Weapon Damage** | **Large Weapon Damage** |
| 1d2 | — | 1d3 |
| 1d3 | 1 | 1d4 |
| 1d4 | 1d2 | 1d6 |
| 1d6 | 1d3 | 1d8 |
| 1d8 | 1d4 | 2d6 |
| 1d10 | 1d6 | 2d8 |
| 1d12 | 1d8 | 3d6 |
| 2d4 | 1d4 | 2d6 |
| 2d6 | 1d8 | 3d6 |
| 2d8 | 1d10 | 3d8 |
| 2d10 | 2d6 | 4d8 |