

# SACRED SHIELD

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

## 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

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

## AURA

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

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

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

Level 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

Level 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.

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

### DURATION

rds = 3 + **CHA**

Level 11 Allies within 10ft gain the shield bonus.

Level 20 Allies within 20ft gain the shield bonus.

## DIVINE BOND

Level 5 **USES PER DAY**  = (  ÷ 4 ) - 1  
(Round up)

### DURATION

mins =  Uses Today

Enhancements

## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

## BASTION OF GOOD

**FOES PER DAY**

= (  ÷ 3 ) +   
(Round up)

Paladin Level

Misc

Foes Today

**ARMOUR BONUS**

+ **AC** = **CHA** + (  ÷ 4 )

Paladin Level

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

## IMPROVED BASTION

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

## PERFECT BASTION

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

## LAY ON HANDS

**USES PER DAY**

= (  ÷ 2 ) + **CHA** +   
(Round down)

Paladin Level

Misc

Uses Today

Level 2

**HEALING HIT POINTS**

d6 = (  ÷ 2 ) +   
(Round down)

Paladin Level

Misc

## MERCIES

Level

3

6

9

12

15

18

## PREPARED SPELLS

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<input type="text"/>	1	<input type="text"/>
<input type="text"/>		<input type="text"/>
<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>
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<input type="text"/>	3	<input type="text"/>
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<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>
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