SACRED SHIELD
OF

(PALADIN)

Paladin Level − 3 = Caster Level

Paladin 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

Level 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
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**
= (Paladin Level ÷ 4) − 1 (Round up)

DURATION
mins = Paladin Level

Uses Today

Enhancements

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells CHA
	1			
	2			
	3			
	4			

Spell Save DC = 10 + CHA + Spell Level

BASTION OF GOOD

FOES PER DAY
= (Paladin Level ÷ 3) + Misc (Round up)

Foes Today

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

ARMOUR BONUS
+ AC = CHA + (Paladin Level ÷ 4)

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

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

LAY ON HANDS

Level 2

USES PER DAY
= (Paladin Level ÷ 2) + CHA + Misc (Round down)

Uses Today

HEALING HIT POINTS
d6 = (Paladin Level ÷ 2) + Misc (Round down)

MERCIES

Level 3

6

9

12

15

18

PREPARED SPELLS

	1	
	2	
	3	
	4	