

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.

AURA OF RIGHTEOUSNESS

Level

17

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

Paladin Level

= (÷ 4) - 1
(Round up)

DURATION

Paladin Level

Uses Today

mins =

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

Spell Save DC = 10 + CHA + Spell Level

Concentration

= CHA + Caster Level

BASTION OF GOOD

FOES PER DAY

Paladin Level

Misc

Foes Today

= (÷ 3) +
(Round up)

ARMOUR BONUS

Paladin Level

+ AC = CHA + (÷ 4)

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

Level IMPROVED BASTION

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

Level PERFECT BASTION

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

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

= (÷ 2) + CHA +
(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

d6 = (÷ 2) +
(Round down)

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