

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** = $\left(\frac{\text{Paladin Level}}{4} \right) - 1$
(Round up)

DURATION = $\frac{\text{Paladin Level}}{\text{Uses Today}}$
mins =

Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
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<input type="text"/>	2		<input type="text"/>		<input type="text"/>
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Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

BASTION OF GOOD

FOES PER DAY

= $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$
(Round up)

Foes Today

ARMOUR BONUS

+ **AC** = **CHA** + $\left(\frac{\text{Paladin Level}}{4} \right)$

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

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

USES PER DAY

= $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$
(Round down)

Uses Today

Level 2

HEALING HIT POINTS

d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$
(Round down)

MERCIES

Level 3

6

9

12

15

18

PREPARED SPELLS

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