

# 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.

### 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

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

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