

OATHBOUND PALADIN



OF

Paladin
Level

Paladin
Level - 3 =

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

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.

DIVINE BOND

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON
Name

Type ☐ Summoned Today

Enhancements

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration ☐ = CHA + Caster Level

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VOW

SMITE EVIL

FOES

PER DAY

Paladin
Level

Misc

Foes
Today

= (÷ 3) + (Round up)

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☐☐

ATTACK
BONUS

Misc

DEFLECTION
BONUS

Misc

+ = CHA +

+ AC = CHA +

A successful strike with smite evil
bypasses damage reduction.

Smiting damage bonus applies double for the
first successful strike against evil outsiders,
evil dragons and the undead.

DAMAGE
BONUS

Paladin
Level

Misc

EVIL DAMAGE
BONUS

Paladin
Level

Misc

+ = +

+ = (× 2) +

Level
11

POWERFUL JUSTICE

Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

Level = (÷ 2) + CHA + (Round down)

☐☐☐☐
☐☐☐☐

Level
2

HEALING
HIT POINTS

Paladin
Level

Misc

d6 = (÷ 2) + (Round down)

Level
3

MERCIES

12

6

15

9

18

Level
4

CHANNEL WRATH

Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

PREPARED SPELLS

☐☐☐ Wrath

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1

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☐☐☐ Confess

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☐☐☐

2

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☐☐☐ Blessing of fervor

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☐☐☐

3

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☐☐☐ Order's wrath

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4

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Level
20

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.
The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.