

# 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.

## PURE OF MIND

Level **2** +4 bonus to saves against charm effects and figments.

**CHA**

Bonus to Will saves

## AURA

Level **3** **AURA OF COURAGE**

Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Level **11** **AURA OF JUSTICE**

Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

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.

## CHANNEL POSITIVE ENERGY

Level **4** Channelling positive energy uses up two of today's uses of Lay On Hands.

**ENERGY ROLL** Paladin Level Misc

d6 = (  ÷ 2 ) +  (Round up)

**WILL SAVE DC** Paladin Level

= 10 + (  ÷ 2 ) + **CHA** (Round down)

## 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
<input type="text"/>	<b>1</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>2</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>3</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>4</b>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration  = **CHA** +  Caster Level

# Oath of Chastity

VOW

## CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

## SMITE EVIL

**FOES PER DAY**

Paladin Level

Misc

Foes Today

= (  ÷ 3 ) +  (Round up)

**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 ) +

## LAY ON HANDS

**USES PER DAY**

Paladin Level

Misc

Uses Today

Level **2**  = (  ÷ 2 ) + **CHA** +  (Round down)

**HEALING HIT POINTS**

Paladin Level

Misc

d6 = (  ÷ 2 ) +  (Round down)

Level **3** **MERCIES**

**12**

**6**

**15**

**9**

**18**

## PREPARED SPELLS

☐ ☐ ☐ True strike

☐ ☐ ☐

☐ ☐ ☐

**1**

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Acute sense

☐ ☐ ☐

☐ ☐ ☐

**2**

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Touch of idiocy

☐ ☐ ☐

☐ ☐ ☐

**3**

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Spell immunity

☐ ☐ ☐

☐ ☐ ☐

**4**

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

## PURE OF BODY

Level **8** 50% chance of reducing any sneak attack or critical hit to a normal hit.

## HOLY CHAMPION

Level **20** Increase damage reduction to 10/evil.  
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.