

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.

HOLY REACH

Level 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

AURA

AURA OF COURAGE

Level 3 Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE

Level 8 Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

AURA OF FAITH

Level 14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level Gain damage reduction 5/evil.
Level 17 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 Channeling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

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

WILL SAVE DC

$\boxed{} = 10 + \left(\frac{\text{Paladin Level}}{\div 2} \right) + \text{CHA}$
(Round down)

DIVINE BOND

Level ☐ SPECIAL MOUNT ☐ BONDED WEAPON

5

Type ☐ Summoned Today

Enhancements

HORDEBREAKER

Level When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.
Level 11 When using Holy Reach, make extra attacks of opportunity equal to CHA.

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration

$\boxed{} = \text{CHA} + \text{Caster Level}$

Oath against all evil

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

SMITE EVIL

FOES

PER DAY

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

Foes Today

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☐☐☐

ATTACK BONUS

$+ \boxed{} = \text{CHA} + \text{Misc}$

DEFLECTION BONUS

$+ \boxed{} \text{ AC} = \text{CHA} + \text{Misc}$

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

$+ \boxed{} = \text{Paladin Level} + \text{Misc}$

EVIL DAMAGE BONUS

$+ \boxed{} = \left(\frac{\text{Paladin Level}}{\div 2} \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY

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

Uses Today

☐☐☐☐
☐☐☐☐

Level 2

HEALING HIT POINTS

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

Level 3

MERCIES

3

12

6

15

9

18

PREPARED SPELLS

☐☐☐ Deathwatch

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1

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☐☐☐ Protection from arrows

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☐☐☐ Haste

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3

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☐☐☐ Divine power

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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.