

# OATHBOUND PALADIN



OF

Paladin  
Level

Paladin  
Level - 3 =

Caster  
Level

## DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.  
Does not detect any other undead creatures nearby.

## DIVINE GRACE

Level

2

CHA

Bonus to all  
saving throws

## AURA

### AURA OF COURAGE

Immune to fear effects including magic.

Level

3

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

### GHOST TOUCH AURA

Armor gains the ghost touch property.

From level 9, apply to shield as well.

Level

8

### AURA OF LIFE

+4 to save against negative levels. Allies within 10ft get +2 against these saves.

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

Channeling positive energy uses up two of today's  
uses of Lay On Hands.

ENERGY  
ROLL

Paladin  
Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Round up})$$

WILL  
SAVE DC

Paladin  
Level

(Round up)

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CHA} \quad (\text{Round down})$$

Level

11

Channeling positive energy against the undead for  
just one use of Lay On Hands.

## DIVINE BOND

Level

5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Type

☐ Summoned  
Today

Enhancements

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells  
CHA

	1						
	2						
	3						
	4						

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{\phantom{00}} = \text{CHA} + \phantom{00} \quad \text{Caster Level}$$

# Oat a ainst n eat

VOW

## CODE OF CONDUCT

estroy all undead. ut to rest the poor souls turned against their will.  
revent the taint of undeath from spreading to the newly dead,  
blessing or burning the corpses as necessary.

## SMITE EVIL

FOES

PER DAY

Paladin  
Level

Misc

Foes  
Today

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \quad (\text{Round up})$$

☐☐☐  
☐☐☐

ATTACK  
BONUS

Misc

DEFLECTION  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

$$+ \boxed{\text{AC}} = \text{CHA} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## LAY ON HANDS

USES  
PER DAY

Paladin  
Level

Misc

Uses Today

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CHA} + \phantom{00} \quad (\text{Round down})$$

☐☐☐☐  
☐☐☐☐

Level

2

HEALING  
HIT POINTS

Paladin  
Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Round down})$$

Level

6

MERCIES

15

12

18

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Darkvision	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Searing light	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halt undead	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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.