

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

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
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.

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.

CHANNEL POSITIVE ENERGY

Level
4

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

ENERGY
ROLL

Paladin
Level

Misc

d6

$\div 2$

+

(Round up)

WILL
SAVE DC

Paladin
Level

$\div 2$

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

1

2

3

4

☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐

Spell Save DC = 10 + CHA + Spell Level

Concentration

☐

CHA

+

Caster
Level

Oat o o alt

VOW

CODE OF CONDUCT

Keep all promises. never make an oat or promise lightl .
ever go back on an oat .

LOYAL OATH

ALLIES
PER DAY

Paladin
Level

Misc

Allies
Today

☐

=

(

$\div 3$

)

+

(Round up)

☐ ☐ ☐

CHA

Bonus on all saving throws and armor class granted to chosen ally when adjacent.
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Level
8

When a chosen ally is struck by an enemy while adjacent,
discharge the effect to make the attack hit yourself instead.

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

☐

=

(

$\div 2$

)

+

CHA

+

(Round down)

☐ ☐ ☐ ☐ ☐

Level
2

HEALING
HIT POINTS

Paladin
Level

Misc

☐ d6

=

(

$\div 2$

)

+

(Round down)

Level
3

MERCIES

12

6

15

9

18

PREPARED SPELLS

☐ ☐ ☐ Wrath

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Aid

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Helping hand

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Sending

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

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.