

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 ☐ SPECIAL MOUNT ☐ BONDED WEAPON
Name

Type ☐ Summoned Today

Enhancements

SPELLS

Spell Save DC		Spells per day	= Basis Spreuken +	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

Oath of Vengeance

VOW

SMITE EVIL

FOES PER DAY = (÷ 3) + (Naar boven afgerond)
Paladin Level Misc Foes Today ☐☐☐

ATTACK BONUS + = **CHA** + Misc
DEFLECTION BONUS + **PK** = **CHA** + 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 + = + Paladin Level Misc
EVIL DAMAGE BONUS + = (× 2) + Paladin Level Misc

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 = (÷ 2) + **CHA** + (Naar beneden afgerond)
Paladin Level Misc Uses Today ☐☐☐☐☐☐☐☐☐☐

Level **2** **HEALING HIT POINTS** = (÷ 2) + (Naar beneden afgerond)
Paladin Level Misc

Level **3** **MERCIES** **12**
6 **15**
9 **18**

Level **8** **CHANNEL WRATH**
Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

PREPARED SPELLS

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<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blessing of fervour	<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"/> Order's wrath	<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

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.