

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 PURITY**
+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

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.

CHANNEL POSITIVE ENERGY

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

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

WILL SAVE DC
 = $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$
(Round down)

DIVINE BOND

Level **5** ☐ SPECIAL MOUNT ☐ BONDED WEAPON

Type ☐ Summoned Today

Enhancements

CLEANSING FLAME

Level **11** Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

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

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

SMITE EVIL

FOES PER DAY = $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$ (Round up) Foes Today

ATTACK BONUS = $\text{CHA} + \text{Misc}$ **DEFLECTION BONUS** = $\text{CHA} + \text{Misc}$

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 = $\text{Paladin Level} + \text{Misc}$ **EVIL DAMAGE BONUS** = $\left(\text{Paladin Level} \times 2 \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$ (Round down) Uses Today

Level **2** **HEALING HIT POINTS** = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ (Round down)

Level 3	MERCIES	12
6		15
9		18

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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"/>

CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

Level **20** **WILL SAVE DC** = $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$
On using Channel Positive Energy or Lay On Hands, heal the maximum possible.