

# 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

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

(Round up)

WILL  
SAVE DC

Paladin  
Level

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

(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					<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"/>
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"/>
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"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

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

# 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

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

(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

Level  
2

HEALING  
HIT POINTS

Paladin  
Level

Misc

d6

$$= \left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA}$$

(Round down)

Level  
3

### MERCIES

12

6

15

9

18

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<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"/> Aid	<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"/> Helping hand	<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"/> Sending	<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.