

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.

PURE OF MIND

Level +4 bonus to saves against charm effects and figments.

Level

2

CHA

Bonus to Will saves

AURA

Level AURA OF COURAGE

Level

3

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

Level AURA OF JUSTICE

Level

11

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 AURA OF FAITH

Level

14

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level Gain damage reduction 5/evil.

Level

17

Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level Immune to all diseases including magic.

Level

3

CHANNEL POSITIVE ENERGY

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

Level

4

ENERGY ROLL

Paladin Level

Misc

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

WILL SAVE DC

Paladin Level

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

DIVINE BOND

Level ☐ SPECIAL MOUNT ☐ BONDED WEAPON

Level

5

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

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

Oath of Chastity

VOW

CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

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

☐☐☐
☐☐☐

ATTACK BONUS

Misc

DEFLECTION BONUS

Misc

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

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

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

$$+ \boxed{} = + $$

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

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

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

☐☐☐☐
☐☐☐☐

Level

2

HEALING HIT POINTS

Paladin Level

Misc

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

Level MERCIES

Level

3

12

6

15

9

18

PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

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☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

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☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

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☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

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☐☐☐

4

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PURE OF BODY

Level

8

50% chance of reducing any sneak attack or critical hit to a normal hit.

HOLY CHAMPION

Increase damage reduction to 10/evil.

Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.

Level

20

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.