

# 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.

### AURA OF RIGHTEOUSNESS

Level  
17

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

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{Round up})$$

WILL  
SAVE DC

Paladin  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} \quad (\text{Round down})$$

## 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
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

$$\boxed{\phantom{00}} = \text{CHA} + \phantom{00} \quad \text{Caster Level}$$

# Oath against Corruption

VOW

## CODE OF CONDUCT

unt 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

Paladin  
Level

Misc

Foes  
Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 3 \right) + \phantom{00} \quad (\text{Round up})$$

☐☐☐  
☐☐☐

ATTACK  
BONUS

Misc

DEFLECTION  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

$$+ \boxed{\text{AC}} = \text{CHA} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## LAY ON HANDS

USES  
PER DAY

Paladin  
Level

Misc

Uses Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} + \phantom{00} \quad (\text{Round down})$$

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

Level  
2

HEALING  
HIT POINTS

Paladin  
Level

Misc

$$\boxed{\phantom{00}} \text{ d6} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00} \quad (\text{Round down})$$

Level  
3

MERCIES

12

6

15

9

18

## PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of Idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## 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

Paladin  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA}$$

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