

# 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**

3

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

Level **AURA OF JUSTICE**

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**

14

Weapons considered Good aligned for overcoming DR.

## AURA OF RIGHTEOUSNESS

Level Gain damage reduction 5/evil.

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.

3

## CHANNEL POSITIVE ENERGY

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

ENERGY  
ROLL

Paladin  
Level

Misc

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

(Round up)

WILL  
SAVE DC

Paladin  
Level

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

(Round down)

## DIVINE BOND

Level ☐ SPECIAL MOUNT ☐ BONDED WEAPON

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

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

Caster  
Level

# Oath of Chastity

VOW

## CODE OF CONDUCT

never engage in a romantic relationship or a sexual ac .

## SMITE EVIL

FOES  
PER DAY

Paladin  
Level

Misc

Foes  
Today

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

☐☐☐  
☐☐☐

ATTACK  
BONUS

Misc

DEFLECTION  
BONUS

Misc

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

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

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

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

☐☐☐☐  
☐☐☐☐

Level

2

(Round down)

HEALING  
HIT POINTS

Paladin  
Level

Misc

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

Level

3

## MERCIES

12

6

15

9

18

## PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of Idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## 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

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.