

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

CHA

Bonus to
Will saves

AURA

Level **AURA OF COURAGE**

Level

Immune to fear effects including magic.

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

Level **AURA OF JUSTICE**

Level

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

Weapons considered Good aligned for overcoming DR.

Level **AURA OF RIGHTEOUSNESS**

Level

Gain damage reduction 5/evil.

Level

Immune to compulsion effects including magic.

Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level

Level

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Level

Level

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

ENERGY
ROLL

Paladin
Level

Misc

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

(Round up)

WILL
SAVE DC

Paladin
Level

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

(Round down)

DIVINE BOND

Level

Level

☐ SPECIAL MOUNT ☐ BONDED WEAPON

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

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

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

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

☐☐☐
☐☐☐

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

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

☐☐☐☐
☐☐☐☐

Level

HEALING
HIT POINTS

Paladin
Level

Misc

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

Level

MERCIES

Level

12

Level

15

Level

18

PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of Idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

PURE OF BODY

Level

Level

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

HOLY CHAMPION

Level

Level

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.