

# 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** **ANCHORING AURA**  
Evil outsiders within 20ft must pass a will save in order to use extradimensional travel.  
Spend one use of Smite Evil to anchor a target within 30ft.

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

**ENERGY ROLL**  d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$   
(Naar boven afgerond)

**WILL SAVE DC**  =  $10 + \left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA}$   
(Naar beneden afgerond)

## DIVINE BOND

Level ☐ **SPECIAL MOUNT** ☐ **BONDED WEAPON**  
**5**

Type  ☐ Summoned Today

Enhancements

## SPELLS

Spell Save DC	Spells per day	= Basis Spreuken	+ Bonus Spells CHA
<input type="text"/>	<b>1</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>2</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>3</b>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>4</b>	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

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

# Oath against fiends

VOW

## CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.  
Banish those you cannot kill. Purge the evil from those possessed by fiends.

## SMITE EVIL

**FOES PER DAY**  =  $\left( \frac{\text{Paladin Level}}{3} \right) + \text{Misc}$  (Naar boven afgerond)

**ATTACK BONUS**  +  $\text{CHA}$  +  $\text{Misc}$  **DEFLECTION BONUS**  +  $\text{PK}$  =  $\text{CHA}$  +  $\text{Misc}$

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**  =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  **EVIL DAMAGE BONUS**  =  $\left( \frac{\text{Paladin Level}}{2} \right) \times 2 + \text{Misc}$

## LAY ON HANDS

**USES PER DAY**  =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$  (Naar beneden afgerond)

Level **2** **HEALING HIT POINTS**  d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Naar beneden afgerond)

Level **3** **MERCIES** **15**  
Level **6** **18**  
Level **12**

## PREPARED SPELLS

<input type="checkbox"/>	<input type="checkbox"/>	Resist energy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<b>1</b>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Detect thoughts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Invisibility purge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<b>3</b>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Plane shift	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		<b>4</b>	<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.