

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.

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

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

WILL
SAVE DC

Paladin
Level

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

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
<input type="text"/>	1		<input type="text"/>		<input type="text"/>
<input type="text"/>	2		<input type="text"/>		<input type="text"/>
<input type="text"/>	3		<input type="text"/>		<input type="text"/>
<input type="text"/>	4		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = 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

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

☐☐☐
☐☐☐

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

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

☐☐☐☐
☐☐☐☐

Level

HEALING
HIT POINTS

Paladin
Level

Misc

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

Level **MERCIES**

3

12

6

15

9

18

PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of Idiocy

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☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

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☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

PURE OF BODY

Level
8

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

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.