

# 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.

## HOLY REACH

Level 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

## AURA

Level 3 **AURA OF COURAGE**  
Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

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 Gain damage reduction 5/evil.  
Level 17 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**  
 $\text{Roll} \text{ d6} = \left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$   
(Round up)

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

## DIVINE BOND

Level ☐ SPECIAL MOUNT ☐ BONDED WEAPON  
5

Type ☐ Summoned Today

Enhancements

## HORDEBREAKER

Level 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.  
When using Holy Reach, make extra attacks of opportunity equal to CHA.

## 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 against Savagery

VOW

## CODE OF CONDUCT

Always heed the call of a community in danger from savages.  
Be the first in line to defend a settlement and the last to retreat.

## SMITE EVIL

**FOES PER DAY**  
 $\text{Foes} = \left( \frac{\text{Paladin Level}}{3} \right) + \text{Misc}$   
(Round up)

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

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

## LAY ON HANDS

**USES PER DAY**  
 $\text{Uses} = \left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$   
(Round down)

**HEALING HIT POINTS**  
 $\text{Healing} = \left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$   
(Round down)

Level	MERCIES
3	12
6	15
9	18

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <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"/> <input type="checkbox"/> <input type="checkbox"/> Protection from arrows	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haste	<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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine power	<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"/>

## 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.