

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

Paladin Level

Misc

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

WILL SAVE DC

Paladin Level

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

DIVINE BOND

Level 5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

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

$$\boxed{} = \text{CHA} + \quad \text{Caster Level}$$

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

Paladin Level

Misc

Foes Today

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

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

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

Level 2

HEALING HIT POINTS

Paladin Level

Misc

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

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"/> <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"/> Detect thoughts	<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"/> Invisibility purge	<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"/> Plane shift	<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

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.