

# OATHBOUND PALADIN

## Oath of Chastity



Paladin Level   
Paladin Level - 3 = Caster Level

### OATH

Code of Conduct

Never engage in a romantic relationship or a sexual act.

Level **PURE OF MIND**

**2** +4 saves against charms and figments, +CHA to Will saves

Level **PURE OF BODY**

**8** 50% chance to defuse any critical hit or sneak attack

### DIVINE BOND

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned Today

Enhancements

### SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **CHA** +  Caster Level

### CHANNEL POSITIVE ENERGY

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

ENERGY ROLL

d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

(Round up)

WILL SAVE DC

= 10 +  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA}$

(Round down)

### MERCIES

### PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove fear	<input type="checkbox"/> <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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Confess	<input type="checkbox"/> <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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heroism	<input type="checkbox"/> <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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Freedom of Movement	<input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### SMITE EVIL

FOES PER DAY

=  $\left( \frac{\text{Paladin Level}}{3} \right) + \text{Misc}$  Foes Today ☐☐☐

(Round up)

ATTACK BONUS

+ **CHA** +  Misc

DEFLECTION BONUS

+ **AC** = **CHA** +  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

+  =  $\text{Paladin Level} + \text{Misc}$

EVIL DAMAGE BONUS

+  =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

### LAY ON HANDS

USES PER DAY

=  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$  Uses Today ☐☐☐☐

(Round down)

HEALING HIT POINTS

d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round down)

### SCROLLS

### POTIONS