

# 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

☐☐☐ Remove fear

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☐☐☐

**1**

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☐☐☐

☐☐☐

☐☐☐ Confess

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☐☐☐

**2**

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Heroism

☐☐☐

☐☐☐

**3**

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Freedom of Movement

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☐☐☐

**4**

☐☐☐

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### SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

=  $\left( \frac{\text{Paladin Level}}{3} \right) + \text{Misc}$   
(Round up)

☐☐☐  
☐☐☐

ATTACK BONUS

Misc

+  = **CHA** +

DEFLECTION BONUS

Misc

+ **AC** = **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

+  =  $\frac{\text{Paladin Level}}{2} + \text{Misc}$

EVIL DAMAGE BONUS

Paladin Level

Misc

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

### LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

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

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☐☐☐  
☐☐☐

HEALING HIT POINTS

Paladin Level

Misc

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

### SCROLLS

### POTIONS