

OATHBOUND PALADIN

Oath against Undeath



Paladin Level

Paladin Level - 3 = Caster Level

OATH

Code of Conduct

Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

DIVINE BOND

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned Today

Enhancements

SPELLS

| Spell | Save DC | Spells per day | = | Base Spells | + | Bonus Spells |
|-------|---------|----------------|---|-------------|---|--------------|
| | 1 | | | | | CHA |
| | 2 | | | | | |
| | 3 | | | | | |
| | 4 | | | | | |

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

Paladin Level

Misc

☐ d6 = (_____ ÷ 2) + _____

(Round up)

WILL SAVE DC

Paladin Level

☐ = 10 + (_____ ÷ 2) + **CHA**

(Round down)

MERCIES

PREPARED SPELLS

| | | |
|---|---|--|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath | | <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"/> <input type="checkbox"/> Aid | | <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"/> Helping hand | | <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"/> Sending | | <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"/> |

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

☐ = (_____ ÷ 3) + _____ (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

+ ☐ = _____ + _____

EVIL DAMAGE BONUS

Paladin Level

Misc

+ ☐ = (_____ × 2) + _____

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

☐ = (_____ ÷ 2) + **CHA** + _____ (Round down)

HEALING HIT POINTS

Paladin Level

Misc

☐ d6 = (_____ ÷ 2) + _____ (Round down)

SCROLLS

POTIONS