OATHBOUND PALADIN	PREPAI	RED SPELLS
Oath against	□ □ □ Resist energy	
outil de dulist		1
Paladin Paladin		
Level Level	□ □ □ Detect thoughts	
Paladin – 3 = Caster Level		2
OATH		
0.1111	□□□ Invisibility purge	
		3
	□ □ □ Plane shift	
		4
Code of Conduct		
Never suffer an evil outsider to live if	FOES Paladin	TE EVIL
it is in your power to destroy it.		Foes Today
Banish fiends you cannot kill. Purge the	= (÷ 3) +	
evil from those possessed by fiends.	(Round up)	
DIVINE BOND	ATTACK BONUS Misc	DEFLECTION BONUS Misc
☐ SPECIAL MOUNT ☐ BONDED WEAPON Name	+ = CHA +	+ AC = CHA +
Type Summoned Today	A successful strike with smite evil bpasses damage reduction.	Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.
Liniancements	DAMAGE BONUS Paladin Misc	EVIL DAMAGE BONUS Paladin Misc
	Level Misc	+ = (× 2) +
		`
	TAVO	ON HANDS
SPELLS		
Spell Spells Base Bonus Spells	USES Paladin PER DAY Level	Misc Uses Today
	USES Paladin	MISC
Spell Spells = Base + Bonus Spells CHA	USES PER DAY = (÷ 2) + CH HEALING Paladin Paladin	(Round down)
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	MISC
Spell Save DC Spells = Base + Bonus Spells CHA 1 2	USES PER DAY = (÷ 2) + CH HEALING Paladin Paladin	(Round down)
Spell Save DC spells per day spells Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	(Round down)
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 2 3 4	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	(Round down)
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 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 Paladin	USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 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 Paladin Level Misc	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 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 Paladin Level Misc d6 = (÷ 2) +	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC per day = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level d6 = (÷ 2) + (Round up) WILL Paladin	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 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 Paladin Level Misc (Round up) WILL SAVE DC ROUND Paladin Level	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level d6 = (÷ 2) + (Round up) WILL SAVE DC = 10 + (÷ 2) + CHA	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 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 Paladin Level d6 = (÷ 2) + (Round up) WILL Paladin Level The paladin Level (Round down)	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level d6 = (÷ 2) + (Round up) WILL SAVE DC = 10 + (÷ 2) + CHA	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 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 Paladin Level d6 = (÷ 2) + (Round up) WILL Paladin Level The paladin Level (Round down)	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)
Spell Save DC	USES PER DAY = (÷ 2) + CH HEALING HIT POINTS d6 Paladin Level * 2) + CH * 2) + CH * 2) + CH	(Round down)