OATHOUND PALADIN	DDEDA	RED SPELLS
	□ □ □ Wrath	
Oath against		1 000
the Wyrm		
Paladin Level	Aid	000
Paladin - 3 = Caster		2
Level - Level		
OATH	□ □ □ Helping hand	000
		3 000
	□ □ □ Sending	
Code of Conduct		4 000
Slay evil dragons, as well as other dangerous		- 4
dragons whether or not they are evil. Prevent the bloodlines of other creatures		ITE EVIL
from being corrupted with draconic power.	FOES Paladin	Foes
Protect the innocent against the		fisc Today □□□
predation_of dragons.	= (÷ 3) +	
	(Round up)	DEFLECTION
□ SPECIAL MOUNT □ BONDED WEAPON	BONUS Misc	BONUS Misc
Name	+ = CHA +	+ AC = CHA +
Type Summoned	A successful strike with smite evil	Smiting damage bonus applies double for the
Enhancements	bypasses damage reduction.	first successful strike against evil outsiders, evil dragons and the undead.
Emancements	DAMAGE Paladin BONUS Lovel Misc	EVIL DAMAGE Paladin BONUS Lovel Misc
	Level Misc	+ = (× 2) +
		T
SPELLS	LAY	ON HANDS
Spell Spells Base Bonus Spells	USES Paladin PER DAY Level	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	USES Paladin	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CI	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2	USES PER DAY = (÷ 2) + CI HEALING Paladin Paladin	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES PER DAY = (÷ 2) + CI HEALING Paladin Paladin	ON HANDS Misc Uses Today (Round down)
Spell Spells = Base + Bonus Spells CHA 1 2 3	USES Paladin PER DAY	ON HANDS Misc (Round down) Uses Today
Spell Save DC Spells = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Caster	USES Paladin PER DAY	ON HANDS Misc (Round down) Uses Today
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	USES Paladin PER DAY	ON HANDS Misc (Round down) Uses Today
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 CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's	USES Paladin PER DAY	ON HANDS Misc (Round down) Uses Today
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.	USES PER DAY = (÷ 2) + CI HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today HA + (Round down) Misc (Round down)
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Spell Save DC	USES PER DAY = (÷ 2) + CI HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today HA + (Round down) Misc (Round down)
Spell Save DC per day Spells + Bonus Spells CHA CHA CHA CHA CHA Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY ROLL CHA Paladin Level Misc (Round up) Paladin Level	USES PER DAY = (÷ 2) + CI HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today HA + (Round down) Misc (Round down)
Spell Save DC per day Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY ROLL Paladin Level Misc (Round up) WILL SAVE DC Paladin Level Paladin Level (Round down)	USES PER DAY = (÷ 2) + CI HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today HA + (Round down) Misc (Round down)
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