

OATHBOUND PALADIN

Oath of Vengeance

Paladin
LevelPaladin
Level

- 3 =

Caster
Level

OATH

DIVINE BOND

☐ SPECIAL MOUNT☐ BONDED WEAPON

Name

Type

☐ Summoned
Today

Enhancements

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					<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"/>
	3					<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"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

☐ = CHA +Caster
Level

MERCIES

PREPARED SPELLS

☐☐☐ Wrath☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐ Confess☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐ Blessing of fervour☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐ Order's wrath☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

SMITE EVIL

FOES
PER DAYPaladin
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
BONUSPaladin
Level

Misc

+

=

EVIL DAMAGE
BONUSPaladin
Level

Misc

+

= (

× 2) +

Level **CHANNEL WRATH**

4

Spend two uses of Lay on Hands for one extra use of Smith Evil

Level **POWERFUL JUSTICE**

8

Spend one use of Smite Evil to grant the ability to allies within 10 feet.
Does not grant the attack bonus or ability to bypass damage reduction.

LAY ON HANDS

USES
PER DAYPaladin
Level

Misc

Uses Today

= (

÷ 2) +

CHA +

(Round down)

☐☐☐
☐☐☐
☐☐☐HEALING
HIT POINTSPaladin
Level

Misc

 d6 = (

=

÷ 2) +

(Round down)

SCROLLS

POTIONS