

# OATHBOUND PALADIN

## Oath against



...

Paladin  
Level

Paladin  
Level - 3 =

Caster  
Level

### OATH

Code of Conduct

...

### 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"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<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

Paladin  
Level

Misc

 d6

= (  ÷ 2 ) +

(Round up)

WILL  
SAVE DC

Paladin  
Level

= 10 + (  ÷ 2 ) + CHA

(Round down)

### MERCIES

### PREPARED SPELLS

☐☐☐ Wrath

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Aid

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Helping hand

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Sending

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

### 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