

Oath of Charity

Paladin
LevelPaladin
Level - 3 = Caster
Level

OATH

Code of Conduct

Always offer to help good creatures who need it. Always offer to help the poor and destitute.

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

☐☐☐ Magic stone☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐ Make whole☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐ Magic vestment☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐ Imbue with spell ability☐☐☐☐☐☐

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) +

CHARITABLE HANDS

USES PER DAY

Paladin
Level

Misc

Uses Today

 = (÷ 2) + **CHA** +

(Round down)

☐☐☐☐☐☐☐☐

BASIC HEALING HIT POINTS

Paladin
Level

Misc

 d6 = (÷ 2) +

(Round down)

Charitable hands grants ½ × healing to yourself, but 1½ × healing to others.

SCROLLS

POTIONS