OATHOUND PALADIN	PREP	PARED SPELLS
Oath against	□ □ □ Resist energy	
outraguitist		1 000
Paladin Paladin		
Tenas 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	MITE EVIL
it is in your power to destroy it.	PER DAY Level	Foes Today
Banish fiends you cannot kill. Purge the evil from those possessed by fiends.	= ( ÷ 3 ) +	
	(Round up)	DEFLECTION
☐ SPECIAL MOUNT ☐ BONDED WEAPON	BONUS Misc	BONUS Misc
Name	(+ )= CHA +	+ AC = CHA +
Type Summoned Today	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 Paladin BONUS Level Misc	EVIL DAMAGE Paladin BONUS Lovel Misc
	Level Misc	+ = ( × 2) +
SPELLS ,	USES Paladin	Y ON HANDS
		Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	PER DAY Level	
Save DC spells spells = Base Spells + Bonus Spells CHA		
Save DC per day Spells CHA	HEALING Paladin	CHA + (Round down)
Save DC per day Spells CHA	HEALING Paladin Level	
Save DC per day Spells CHA  1 2 3 4	HEALING Paladin	CHA + (Round down)
Save DC per day Spells CHA  1 2 3 4 Spell Save DC = 10 + WIS + Spell Level	HEALING Paladin Level	CHA + (Round down)
Save DC per day Spells CHA  1 2 3 4	HEALING Paladin Level	CHA + (Round down)
Save DC per day Spells CHA  1 2 3 4 Spell Save DC = 10 + WIS + Spell Level  Concentration = CHA + Caster Level  CHANNEL POSITIVE ENERGY	HEALING Paladin Level	CHA + (Round down)
Save DC per day Spells CHA  1 2 3 4 Spell Save DC = 10 + WIS + Spell Level  Concentration = CHA + Caster Level	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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	HEALING Paladin Level	CHA + (Round down)
Save DC per day 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	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 ) +	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 ) +  (Round up)  WILL Paladin	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 Paladin Level  The paladin Level  (Round up)  WILL Paladin Level  (Round down)	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 = 10 + ( ÷ 2 ) + CHA	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 Paladin Level  The paladin Level  (Round up)  WILL Paladin Level  (Round down)	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 Paladin Level  The paladin Level  (Round up)  WILL Paladin Level  (Round down)	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 Paladin Level  The paladin Level  (Round up)  WILL Paladin Level  (Round down)	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)
Save DC per day 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 Paladin Level  The paladin Level  (Round up)  WILL Paladin Level  (Round down)	HEALING HIT POINTS  d6  e  Paladin Level  \$\ddots 2 \\ \ddots 4 \\ \ddots 2 \\ \ddots 4 \\	Misc  (Round down)