

OATHBOUND PALADIN

Oath against Corruption

Paladin
LevelPaladin
Level - 3 = Caster
Level

OATH

Code of Conduct

Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

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
ROLLPaladin
Level

Misc

 d6 = (÷ 2) +

(Round up)

WILL
SAVE DCPaladin
Level
 = 10 + (÷ 2) + **CHA**

(Round down)

MERCIES

PREPARED SPELLS

☐☐☐ True strike☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐ Acute sense☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐ Touch of idiocy☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐ Spell immunity☐☐☐☐☐☐

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

 + = +
Paladin
Level

Misc

 + (× 2) +

Level 20 CAST INTO THE VOID

On a successful Smite Evil hit, the target may be banished to oblivion.

WILL DC

Paladin
Level
 = 10 + (÷ 2) + **CHA**

LAY ON HANDS

USES
PER DAYPaladin
Level

Misc

Uses Today

 = (÷ 2) + **CHA** +

(Round down)

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

Misc

 d6 = (÷ 2) +

(Round down)

CLEANSING FLAME

Level 11 Spend two uses of Smite Evil to ignite your weapon with a blue flame for 1 minute.

Aberrations within 20 feet suffer -4 to attack allies, and allies gain +2 to certain saving throws.

SCROLLS

POTIONS