

OATHBOUND PALADIN

Oath against fiends



Paladin Level - 3 = Caster Level

OATH

Code of Conduct

Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends.

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

| | |
|---|--|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist energy | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect thoughts | <input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Invisibility purge | <input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Plane shift | <input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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