

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

= ($\div 2$) +

(Round up)

WILL
SAVE DC

Paladin
Level

☐

= 10 + ($\div 2$) + CHA

(Round down)

MERCIES

PREPARED SPELLS

☐☐☐ Resist energy

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Detect thoughts

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Invisibility purge

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Plane shift

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

SMITE EVIL

FOES
PER DAY

Paladin
Level

Misc

Foes
Today

☐

= (

$\div 3$) +

(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

+ ☐

= ($\times 2$) +

☐☐
☐☐

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

☐

= ($\div 2$) +

CHA +

(Round down)

☐☐
☐☐

HEALING
HIT POINTS

Paladin
Level

Misc

d6

= ($\div 2$) +

☐

(Round down)

SCROLLS

POTIONS