

OATHBOUND PALADIN

Oath of Chastity



Paladin Level
Paladin Level - 3 = Caster Level

OATH

Code of Conduct

Never engage in a romantic relationship or a sexual act.

Level **PURE OF MIND**
2 +4 saves against charms and figments, +CHA to Will saves

Level **PURE OF BODY**
8 50% chance to defuse any critical hit or sneak attack

DIVINE BOND

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type ☐ Summoned Today

Enhancements

SPELLS

Spell	Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

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
 d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

(Round up)

WILL SAVE DC
 = 10 + $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$

(Round down)

MERCIES

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> Remove fear	<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"/> Confess	<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"/> Heroism	<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"/> Freedom of Movement	<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"/>

SMITE EVIL

FOES PER DAY

= $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$ Foes Today ☐ ☐

(Round up)

ATTACK BONUS

+ **CHA** + Misc

DEFLECTION BONUS

+ **AC** = **CHA** + Misc

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

+ = $\text{Paladin Level} + \text{Misc}$

EVIL DAMAGE BONUS

+ = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY

= $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$ Uses Today ☐ ☐ ☐ ☐

(Round down)

HEALING HIT POINTS

d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ (Round down)

SCROLLS

POTIONS