

# OATHBOUND PALADIN



OF

Paladin  
Level

Paladin  
Level - 3 =

Caster  
Level

## DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.  
Does not detect any other evil auras nearby.

## DIVINE GRACE

Level  
2

CHA

Bonus to all  
saving throws

## AURA

Level  
3

### AURA OF COURAGE

Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Level  
8

### AURA OF RESOLVE

Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

Level  
11

### AURA OF JUSTICE

Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

Level  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Level  
17

### AURA OF RIGHTEOUSNESS

Gain damage reduction 5/evil.  
Immune to compulsion effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

## DIVINE HEALTH

Level  
3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Level  
4

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY  
ROLL

Paladin  
Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\div 2} \right) + \phantom{00}$$

(Round up)

WILL  
SAVE DC

Paladin  
Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\div 2} \right) + \text{CHA}$$

(Round down)

## DIVINE BOND

Level  
5

☐ 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"/>	2		<input type="text"/>		<input type="text"/>
<input type="text"/>	3		<input type="text"/>		<input type="text"/>
<input type="text"/>	4		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

Caster  
Level

# Oathbound Paladin

VOW

CODE OF CONDUCT

## SMITE EVIL

FOES

PER DAY

Paladin  
Level

Misc

Foes  
Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\div 3} \right) + \phantom{00} \quad (\text{Round up})$$

☐  
☐  
☐

ATTACK  
BONUS

Misc

DEFLECTION  
BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

$$+ \boxed{\text{AC}} = \text{CHA} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## LAY ON HANDS

USES  
PER DAY

Paladin  
Level

Misc

Uses Today

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\div 2} \right) + \text{CHA} + \phantom{00}$$

(Round down)

☐☐☐  
☐☐☐

HEALING  
HIT POINTS

Paladin  
Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \frac{\phantom{00}}{\div 2} \right) + \phantom{00} \quad (\text{Round down})$$

Level

MERCIES

3

12

6

15

9

18

## PREPARED SPELLS

☐☐☐ True strike

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☐☐☐

1

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☐☐☐

☐☐☐ Acute sense

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☐☐☐

2

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☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

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☐☐☐

3

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☐☐☐ Spell immunity

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4

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## HOLY CHAMPION

Increase damage reduction to 10/evil.

Level

20

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  
The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.