

# 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 PURITY**  
+4 to saves against spells and effects from aberrations.  
Allies within 10ft get +1 to these saves.

Level 8 **AURA OF RESOLVE**  
Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

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**  
 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)

## DIVINE BOND

Level 5 ☐ SPECIAL MOUNT ☐ BONDED WEAPON

Type  ☐ Summoned Today

Enhancements

## CLEANSING FLAME

Level 11 Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

## 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  =  $\text{CHA} + \text{Caster Level}$

# Oath against Corruption

VOW

## 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.

## SMITE EVIL

**FOES PER DAY** =  $\left( \frac{\text{Paladin Level}}{3} \right) + \text{Misc}$  (Round up) Foes Today

**ATTACK BONUS** =  $\text{CHA} + \text{Misc}$  **DEFLECTION BONUS** =  $\text{CHA} + \text{Misc}$

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

## LAY ON HANDS

**USES PER DAY** =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$  (Round down) Uses Today

Level 2 **HEALING HIT POINTS** =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round down)

Level 3	MERCIES	12
6		15
9		18

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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"/>

## CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

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

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