

## OATHBOUND PALADIN

## Oath of Loyalty

Paladin  
LevelPaladin  
Level

- 3 =

Caster  
Level

## OATH

## Code of Conduct

Keep all promises.  
Never make an oath or promise lightly.  
Never go back on an oath.

## 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"/> <input type="checkbox"/>
	2					<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"/>
	4					<input type="checkbox"/> <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  
ROLLPaladin  
Level

Misc

d6

= (  $\div 2$  ) +

(Round up)

WILL  
SAVE DCPaladin  
Level☐= 10 + (  $\div 2$  ) + CHA

(Round down)

## MERCIES

## PREPARED SPELLS

☐☐☐ Wrath☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐ Aid☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐ Helping hand☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐ Sending☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

## LOYAL OATH

SACRED  
BONUS

Misc

While adjacent to your chosen charge, the sacred bonus is added to  
their AC and saving throws. This bonus lasts for one minute.

☐

= CHA +

Any hit against your charge prompts an attack of opportunity.

USES  
PER DAYPaladin  
Level

Misc

☐= (  $\div 3$  ) +☐Level  
8

## LOYAL GUARDIAN

If your charge is hit with an attack while adjacent to you, you can choose to have the attack hit you instead.  
This ends the effect of Loyal Oath.

## LAY ON HANDS

USES  
PER DAYPaladin  
Level

Misc

Uses Today

☐= (  $\div 2$  ) + CHA +

(Round down)

☐☐☐☐  
☐☐☐☐
HEALING  
HIT POINTSPaladin  
Level

Misc

☐ d6= (  $\div 2$  ) +

(Round down)

## SCROLLS

## POTIONS