

OATHBOUND PALADIN

Oath of Vengeance



Paladin Level
Paladin Level - 3 = Caster Level

OATH

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

MERCIES

PREPARED SPELLS

<input type="checkbox"/> Wrath		<input type="checkbox"/>
<input type="checkbox"/>	1	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/> Confess		<input type="checkbox"/>
<input type="checkbox"/>	2	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/> Blessing of fervour		<input type="checkbox"/>
<input type="checkbox"/>	3	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/> Order's wrath		<input type="checkbox"/>
<input type="checkbox"/>	4	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

$$\boxed{} = \left(\div 3 \right) + $$

(Round up)

ATTACK BONUS

Misc

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

DEFLECTION BONUS

Misc

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

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

$$+ \boxed{} = + $$

EVIL DAMAGE BONUS

Paladin Level

Misc

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

Level 4 CHANNEL WRATH

Spend two uses of Lay on Hands for one extra use of Smith Evil

Level 8 POWERFUL JUSTICE

Spend one use of Smite Evil to grant the ability to allies within 10 feet. Does not grant the attack bonus or ability to bypass damage reduction.

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

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

(Round down)

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + $$

(Round down)

SCROLLS

POTIONS