

# OATHBOUND PALADIN

## Oath against Undeath



Paladin Level - 3 = Caster Level

### OATH

#### Code of Conduct

Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

### 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"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<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 ROLL

☐ d6 = ( ☐ ÷ 2 ) + Misc

(Round up)

#### WILL SAVE DC

☐ = 10 + ( ☐ ÷ 2 ) + CHA

(Round down)

### MERCIES

### PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath		<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"/> Aid		<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"/> Helping hand		<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"/> Sending		<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"/>

### SMITE EVIL

#### FOES PER DAY

☐ = ( ☐ ÷ 3 ) + 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

+ ☐ = ☐ + Misc

#### EVIL DAMAGE BONUS

+ ☐ = ( ☐ × 2 ) + Misc

### LAY ON HANDS

#### USES PER DAY

☐ = ( ☐ ÷ 2 ) + CHA + Misc Uses Today ☐☐☐☐☐☐

(Round down)

#### HEALING HIT POINTS

☐ d6 = ( ☐ ÷ 2 ) + Misc

(Round down)

### SCROLLS

### POTIONS