

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