

# OATHBOUND PALADIN

## Oath against Savagery



Paladin Level - 3 = Caster Level

### OATH

#### Code of Conduct

Always heed the call of a community in danger from savages.  
Be the first in line to defend a settlement and the last to retreat.

### 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 ) + \_\_\_\_\_  
(Round up)

**WILL SAVE DC** ☐ = 10 + ( \_\_\_\_\_ ÷ 2 ) + CHA  
(Round down)

### MERCIES

### PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deathwatch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b> <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"/> Protection from Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>2</b> <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"/> Haste	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b> <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"/> Divine Power	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b> <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 ) + \_\_\_\_\_  
(Round up)

**ATTACK BONUS** ☐ + \_\_\_\_\_ = CHA + \_\_\_\_\_

**DEFLECTION BONUS** ☐ + AC = 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** ☐ = \_\_\_\_\_ + \_\_\_\_\_

**EVIL DAMAGE BONUS** ☐ = ( \_\_\_\_\_ × 2 ) + \_\_\_\_\_

### HOLY REACH

From level 2, spend one use of Smite Evil to extend your reach by 5ft for 1 minute.

### HORDEBREAKER

From level 11, when you hit an evil humanoid with an attack of opportunity, deal 1d6 extra damage.

Extra attacks of opportunity ☐ = CHA

### LAY ON HANDS

**USES PER DAY** ☐ = ( \_\_\_\_\_ ÷ 2 ) + CHA + \_\_\_\_\_  
(Round down)

**HEALING HIT POINTS** ☐ d6 = ( \_\_\_\_\_ ÷ 2 ) + \_\_\_\_\_  
(Round down)

### SCROLLS

### POTIONS