

# OATHBOUND PALADIN

## Oath against Corruption



Paladin  
Level

Paladin  
Level - 3 = Caster  
Level

### OATH

#### Code of Conduct

Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

### 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

Paladin  
Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐

(Round up)

WILL  
SAVE DC

Paladin  
Level

☐ = 10 + ( ☐ ÷ 2 ) + **CHA**

(Round down)

### MERCIES

### PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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

Paladin  
Level

Misc

Foes  
Today

☐ = ( ☐ ÷ 3 ) + ☐  
(Round up)

ATTACK  
BONUS

Misc

+ ☐ = **CHA** + ☐

DEFLECTION  
BONUS

Misc

+ **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

Paladin  
Level

Misc

+ ☐ = ☐ + ☐

Paladin  
Level

Misc

+ ☐ = ( ☐ × 2 ) + ☐

Level  
20

### CAST INTO THE VOID

On a successful Smite Evil hit, the target may be banished to oblivion.

WILL DC

Paladin  
Level

☐ = 10 + ( ☐ ÷ 2 ) + **CHA**

### LAY ON HANDS

USES  
PER DAY

Paladin  
Level

Misc

Uses Today

☐ = ( ☐ ÷ 2 ) + **CHA** + ☐  
(Round down)

HEALING  
HIT POINTS

Paladin  
Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐  
(Round down)

### CLEANSING FLAME

Level

11

Spend two uses of Smite Evil to ignite your weapon with a blue flame for 1 minute.

Aberrations within 20 feet suffer -4 to attack allies, and allies gain +2 to certain saving throws.

### SCROLLS

### POTIONS