

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 = (Paladin Level ÷ 2) + Misc

(Round up)

WILL SAVE DC

☐ = 10 + (Paladin Level ÷ 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

☐ = (Paladin Level ÷ 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

+ ☐ = Paladin Level + Misc

EVIL DAMAGE BONUS

+ ☐ = (Paladin Level × 2) + Misc

LAY ON HANDS

USES PER DAY

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

(Round down)

HEALING HIT POINTS

☐ d6 = (Paladin Level ÷ 2) + Misc (Round down)

SCROLLS

POTIONS