

# Oath of Charity

Paladin  
LevelPaladin  
Level - 3 = Caster  
Level

## OATH

### Code of Conduct

Always offer to help good creatures who need it. Always offer to help the poor and destitute.

## 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

☐ ☐ ☐ Magic stone☐ ☐ ☐☐ ☐ ☐

1

☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐ Make whole☐ ☐ ☐☐ ☐ ☐

2

☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐ Magic vestment☐ ☐ ☐☐ ☐ ☐

3

☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐ Imbue with spell ability☐ ☐ ☐☐ ☐ ☐

4

☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐

## 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

 +  =  + 

### EVIL DAMAGE BONUS

Paladin  
Level

Misc

 +  = (  × 2 ) + 

## CHARITABLE HANDS

### USES PER DAY

Paladin  
Level

Misc

Uses Today

 = (  ÷ 2 ) + **CHA** + 

(Round down)

☐ ☐ ☐  
☐ ☐ ☐

### BASIC HEALING HIT POINTS

Paladin  
Level

Misc

 d6 = (  ÷ 2 ) + 

(Round down)

Charitable hands grants ½ × healing to yourself, but 1½ × healing to others.

## SCROLLS

## POTIONS