

OATHBOUND PALADIN



OF

Paladin
Level

Paladin
Level - 3 =

Caster
Level

DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

DIVINE GRACE

Level
2

CHA

Bonus to all
saving throws

AURA

Level
3

AURA OF PURITY

+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

Level
8

AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level
17

Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level
3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Level
4

Channelling positive energy uses up two of today's
uses of Lay On Hands.

ENERGY
ROLL

Paladin
Level

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Round up})$$

WILL
SAVE DC

Paladin
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA} \quad (\text{Round down})$$

DIVINE BOND

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Type

☐ Summoned
Today

Enhancements

CLEANSING FLAME

Level
11

Spend two uses of Smite Evil to ignite your weapon with a
cleansing flame for 1 minute, forcing aberrations within
20ft to take -4 to attack, and granting allies within 20ft
a +2 to saving throws against aberrations.

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"/> <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"/>
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"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{} = \text{CHA} + \quad \text{Caster Level}$$

Oath against Corruption

VOW

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.

SMITE EVIL

FOES

PER DAY

Paladin
Level

Misc

Foes
Today

$$\boxed{} = \left(\div 3 \right) + \quad (\text{Round up})$$

☐☐☐
☐☐☐

ATTACK
BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

DEFLECTION
BONUS

Misc

$$+ \boxed{\text{AC}} = \text{CHA} + $$

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

$$+ \boxed{} = + $$

EVIL DAMAGE
BONUS

Paladin
Level

Misc

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

$$\boxed{} = \left(\div 2 \right) + \text{CHA} + \quad (\text{Round down})$$

☐☐☐☐☐☐
☐☐☐☐☐☐

Level
2

HEALING
HIT POINTS

Paladin
Level

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + \quad (\text{Round down})$$

Level
3

MERCIES

12

6

15

9

18

PREPARED SPELLS

☐☐☐ True strike

☐☐☐

☐☐☐

1

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☐☐☐ Acute sense

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☐☐☐

2

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☐☐☐ Touch of idiocy

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☐☐☐

3

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☐☐☐ Spell immunity

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☐☐☐

4

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☐☐☐

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CAST INTO THE VOID

On a successful strike with Smite Evil,
aberrations may be banished to a remote
place for at least a century.

Level
20

WILL
SAVE DC

Paladin
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

On using Channel Positive Energy or Lay
On Hands, heal the maximum possible.