

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

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

**ENERGY
ROLL**
Paladin
Level

Misc

$$\text{d6} = \left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$$

(Round up)

**WILL
SAVE DC**
Paladin
Level

$$\text{Will Save DC} = 10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$$

(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

= (

 $\div 3$) +☐☐☐
☐☐☐

(Round up)

**ATTACK
BONUS**

Misc

= **CHA** +
**DEFLECTION
BONUS**

Misc

= **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

= (

 $\times 2$) +

CHARITABLE HANDS

USES

PER DAY

Paladin
Level

Misc

Uses Today

= (

 $\div 2$) +

(Round down)

☐☐☐
☐☐☐
**BASIC HEALING
HIT POINTS**
Paladin
Level

Misc

= (

 $\div 2$) +

(Round down)

Charitable hands grants $\frac{1}{2} \times$ healing to yourself, but $1\frac{1}{2} \times$ healing to others.

SCROLLS

POTIONS