

OATHBOUND PALADIN

Oath against Savagery



Paladin Level - 3 = Caster Level

OATH

Code of Conduct

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

DIVINE BOND

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type ☐ Summoned Today

Enhancements

SPELLS

Spell	Save DC	Spells per day	=	Base Spells	+	Bonus Spells
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

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

(Round up)

WILL SAVE DC = 10 + $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$
(Round down)

MERCIES

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> Protection from Arrows	<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"/> Haste	<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"/> Divine Power	<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

Misc

Foes Today

= $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$
(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

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

HOLY REACH

From level 2, spend one use of Smite Evil to extend your reach by 5ft for 1 minute.

HORDEBREAKER

From level 11, when you hit an evil humanoid with an attack of opportunity, deal 1d6 extra damage.

Extra attacks of opportunity = **CHA**

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

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

HEALING HIT POINTS

Paladin Level

Misc

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

SCROLLS

POTIONS