

# OATHBOUND PALADIN

## Oath against fiends



Paladin Level

- 3 =

Caster Level

### OATH

#### Code of Conduct

Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends.

### 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

Channeling 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

☐☐☐ Resist energy

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Detect thoughts

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Invisibility purge

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Plane shift

☐☐☐

☐☐☐

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 ) +

☐☐☐

### LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

☐

=

( ÷ 2 ) +

CHA +

(Round down)

☐☐☐☐

HEALING HIT POINTS

Paladin Level

Misc

d6 =

( ÷ 2 ) +

☐

(Round down)

### SCROLLS

### POTIONS