OATHBOUND PALADIN	PREPA	RED SPELLS
Oath against	□ □ □ Wrath	
		1 000
1 Undeath Paladin		
Level .	a a la Aid	
Paladin - 3 = Caster Level		2
OATH		
	□□□ Helping hand	
		3
	□ □ □ Sending	
Code of Conduct		4
Destroy all undead. Put to rest the poor	SM	TE EVII
souls turned against their will. Prevent	FOES Paladin	ITE EVIL Foes
the taint of undeath from spreading to the newly dead, blessing or burning the		fisc Today
corpses as necessary.	=(÷3)+	
3	(Round up)	DEFLECTION
☐ SPECIAL MOUNT ☐ BONDED WEAPON	BONUS Misc	BONUS Misc
Name	+ = CHA +	+ AC = CHA +
Type Summoned Today	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.
Enhancements	DAMAGE Paladin	EVIL DAMAGE Paladin
	BONUS Level Misc	BONUS Level Misc
	+ = +	+ = (× 2) +
SPELLS	LAY	ON HANDS
31 ELLS	77070	
Spell Spells Base Bonus Spells	USES Paladin PER DAY Level	Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	PER DAY Level	HA +
Spell Spells Base Bonus Spells	PER DAY Level	
Spell Spells = Base + Bonus Spells CHA	PER DAY Level HEALING HIT POINTS Paladin Level	HA +
Spell Spells = Base + Bonus Spells CHA 1 2	PER DAY Level Faladin Paladin	HA + (Round down)
Spell Save DC Spells = Base Ponus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level	PER DAY Level HEALING HIT POINTS Paladin Level	HA + (Round down)
Spell Spells = Base Spells + Bonus Spells CHA 1	PER DAY Level HEALING HIT POINTS Paladin Level	HA + (Round down)
Spell Spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Capacitration Caster	PER DAY Level HEALING HIT POINTS Paladin Level	HA + (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level	PER DAY Level HEALING HIT POINTS Paladin Level	HA + (Round down)
Spell Save DC per day = Base per day = Spells + Bonus Spells CHA 1 2 3 4 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 Paladin	PER DAY Level HEALING HIT POINTS Paladin Level	HA + (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 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 Paladin Level Misc	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CE	HA + (Round down)
Spell Save DC per day = Base per day = Bonus Spells CHA 1 2 3 4 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 Paladin Level Misc d6 = (÷ 2) +	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
Spell Save DC per day = Base per day	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
Spell Save DC	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
Spell Save DC per day = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level Misc d6 = (÷ 2) + (Round up) WILL SAVE DC (Round up) WILL SAVE DC (Round up)	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 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 Paladin Level Misc (Round up) WILL Paladin Level The paladin Level (Round down)	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
Spell Save DC per day = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level Misc d6 = (÷ 2) + (Round up) WILL SAVE DC (Round up) WILL SAVE DC (Round up)	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	(Round down)
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Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 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 Paladin Level Misc (Round up) WILL Paladin Level The paladin Level (Round down)	PER DAY Level HEALING HIT POINTS d6 = (÷ 2) + CF SCROLLS	HA + (Round down)