

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 COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level **8** **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level **11** **AURA OF JUSTICE**
Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

Level **14** **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

Level **17** **AURA OF RIGHTEOUSNESS**
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** Gain evasion, but only against the breath weapon of dragons.

DIVINE BOND

Level **5** ☐ SPECIAL MOUNT ☐ BONDED WEAPON
Name

Type ☐ Summoned Today

Enhancements

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** + Caster Level

Oath against the Wyrms

VOW

CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.
Protect the innocent against the predation of dragons.

SMITE EVIL

FOES PER DAY = $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$ (Round up) Foes Today

ATTACK BONUS = **CHA** + **DEFLECTION BONUS** = **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 = + **EVIL DAMAGE BONUS** = $\left(\text{Paladin Level} \times 2 \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$ (Round down) Uses Today

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

Level **3** **MERCIES** **12**
Level **6** **15**
Level **9** **18**

PREPARED SPELLS

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<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"/> Bear's endurance	<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"/>
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DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Level **20** On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

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