

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

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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

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

ENERGY
ROLL

Paladin
Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{Round up})$$

WILL
SAVE DC

Paladin
Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA} \quad (\text{Round down})$$

DIVINE BOND

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

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"/> <input type="checkbox"/>
2					<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"/>
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"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{} = \text{CHA} + \quad \text{Caster Level}$$

Oath against fiends

VOW

CODE OF CONDUCT

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

SMITE EVIL

FOES

PER DAY

Paladin
Level

Misc

Foes
Today

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \quad (\text{Round up})$$

ATTACK
BONUS

Misc

DEFLECTION
BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

$$+ \boxed{\text{AC}} = \text{CHA} + $$

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

$$+ \boxed{} = + $$

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + \quad (\text{Round down})$$

Level
2

HEALING
HIT POINTS

Paladin
Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{Round down})$$

Level
3

MERCIES

15

6

18

12

PREPARED SPELLS

☐☐☐ Resist energy

☐☐☐

☐☐☐

1

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☐☐☐ Detect thoughts

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☐☐☐

2

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☐☐☐ Invisibility purge

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☐☐☐

3

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☐☐☐ Plane shift

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4

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Level
20

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.
The effect of Smite Evil ends after this attack.

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