OATHBOUND PALADIN	PREPAR	RED SPELLS
	□ □ □ Magic stone	
Vath of Charity		1 000
J Deladis 1		
Paladin Level	□ □ □ Make whole	000
Paladin - 3 = Caster		2
Level - Level		
· OATH	□ □ □ Magic vestment	
		3
	□ □ □ Imbue with spell ability	
		4
		TE EVIL
Code of Conduct	FOES Paladin	Foes
Always offer to help good creatures who need it. Always offer to help the	PER DAY Level Mi	Today
poor and destitute.	= (÷ 3) +	
	(Round up)	DEFLECTION
SPELLS	ATTACK BONUS Misc	BONUS Misc
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	+ = CHA +	+ AC = CHA +
1		
2 000	A successful strike with smite evil bypasses damage reduction.	Smiting damage bonus applies double for the first successful strike against evil outsiders,
3	2) paoceo aumago reaconom	evil dragons and the undead.
4	DAMAGE BONUS Lovel Misc	EVIL DAMAGE BONUS Paladin Misc
Spell Save DC = 10 + WIS + Spell Level	Fevel	+ = (× 2) +
	+ = +	T
Concentration = CHA + Caster Level		· · · · · · · · · · · · · · · · · · ·
	CHARITA	ABLE HANDS
CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's	USES Paladin	ABLE HANDS
CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's uses of Lay On Hands.	USES Paladin PER DAY Level	ABLE HANDS Misc Uses Today
CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's	USES Paladin Level = (÷ 2) + CH	ABLE HANDS Misc Uses Today
CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin	USES PAIAdin Level = (÷ 2) + CH BASIC HEALING Paladin	ABLE HANDS Misc Uses Today
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