

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

**ENERGY ROLL**  d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round up)

**WILL SAVE DC**  =  $10 + \left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA}$  (Round down)

## 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"/>	<b>1</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>2</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>3</b>		<input type="text"/>		<input type="text"/>
<input type="text"/>	<b>4</b>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration  =  $\text{CHA} + \text{Caster Level}$

# Oath of Loyalty

## VOW

## CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.  
Never go back on an oath.

## LOYAL OATH

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

**CHA** Bonus on all saving throws and armour class granted to chosen ally when adjacent. Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Level **8** When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

## LAY ON HANDS

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

**HEALING HIT POINTS**  d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round down)

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

## PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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"/> Helping hand	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b> <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"/> <input type="checkbox"/> <input type="checkbox"/> Sending	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b> <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"/>

## HOLY CHAMPION

Level **20** Increase damage reduction to 10/evil.  
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.