OATHBOUND PALADIN	
OF Paladin Level	Oath of Loyalty
Paladin - 3 = Caster Level	vow
DETECT EVIL	
As a move action, detect evil in one creature or item within 60ft.	
Does not detect any other evil auras nearby.	CODE OF CONDUCT
DIVINE GRACE	Keep all promises. Never make an oath or promise lightly.
2 CHA Bonus to all saving throws	
AURA	Never go back on an oath.
Level Immune to fear effects including magic.	LOYAL OATH
Allies within 10ft get +4 to saves against fear effects.	ALLIES Paladin PER DAY Level Misc Today
Level 8 Immune to charm effects including magic. Allies within 10ft qet +4 to saves against charm effects.	= (*3) + (Round up)
AURA OF JUSTICE	CHA Bonus on all saving throws and armour class granted to chosen ally when adjacent. Lasts for one minute or until dismissed or discharged.
Level 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.	If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.
Level AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR.	Level When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.
AURA OF RIGHTEOUSNESS	LAY ON HANDS
Level Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic.	USES Paladin PER DAY Level Misc Uses Today
Allies within 10ft get +4 to saves against charm effects.	= (÷ 2) + CHA +
DIVINE HEALTH	Level (Round down)
Level Immune to all diseases including magic.	HEALING Paladin HIT POINTS Level Misc
CHANNEL POSITIVE ENERGY	(; 2) +
Level Channelling positive energy uses up two of today's uses of Lay On Hands.	Level MERCIES (Round down)
ENERGY Paladin ROLL Level Misc	3 12
d6 = (÷ 2) +	6 15
(Round up)	9 18
WILL Paladin SAVE DC Level	PREPARED SPELLS
$= 10 + (\div 2) + CHA$	U U Wrath
(Round down)	1 000 miles
DIVINE BOND	
Level SPECIAL MOUNT DONDED WEAPON	O Aid
5 Name	2 000
Type Summoned	
Enhancements Today	- Helping hand
	3 000
	Sending One of the sending One o
SPELLS	4 000
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	HOLY CHAMPION
1	Increase damage reduction to 10/evil.
2	Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. 20 The effect of Smite Evil ends after this attack.
3	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
4	

Caster Level

= CHA +

Concentration