

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"/>	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 = $\text{CHA} + \text{Caster Level}$

Oath of Charity

VOW

CODE OF CONDUCT

*Always offer help to good creatures who need it.
Always offer help to the poor and destitute.*

SMITE EVIL

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

ATTACK BONUS = $\text{CHA} + \text{Misc}$ **DEFLECTION BONUS** = $\text{CHA} + \text{Misc}$

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

CHARITABLE HANDS

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

Level **2** **HEALING HIT POINTS** d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ Heal 50% less when used on yourself
Heal 50% more when used on others (Round down)

CHARITABLE MERCIES (Selected each day)

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

PREPARED SPELLS

<input type="checkbox"/>	<input type="checkbox"/>	Magic stone	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>		1	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Make whole	<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"/>	Magic vestment	<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"/>	Imbue with spell ability	<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"/>

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.