

# OATHBOUND PALADIN

## Oath against Corruption



Paladin Level

Paladin Level - 3 = Caster Level

### OATH

#### Code of Conduct

Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

### DIVINE BOND

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

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

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = CHA + ☐ Caster Level

### CHANNEL POSITIVE ENERGY

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

ENERGY ROLL

Paladin Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐

(Round up)

WILL SAVE DC

Paladin Level

☐ = 10 + ( ☐ ÷ 2 ) + CHA

(Round down)

### MERCIES

### PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acute sense	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of idiocy	<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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell immunity	<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"/>

### SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

☐ = ( ☐ ÷ 3 ) + ☐  
(Round up)

ATTACK BONUS

Misc

+ ☐ = CHA + ☐

DEFLECTION BONUS

Misc

+ AC = 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

+ ☐ = ☐ + ☐

Paladin Level

Misc

+ ☐ = ( ☐ × 2 ) + ☐

Level 20 CAST INTO THE VOID

On a successful Smite Evil hit, the target may be banished to oblivion.

WILL DC

Paladin Level

☐ = 10 + ( ☐ ÷ 2 ) + CHA

### LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

☐ = ( ☐ ÷ 2 ) + CHA + ☐  
(Round down)

HEALING HIT POINTS

Paladin Level

Misc

☐ d6 = ( ☐ ÷ 2 ) + ☐  
(Round down)

### CLEANSING FLAME

Level 11 Spend two uses of Smite Evil to ignite your weapon with a blue flame for 1 minute.

Aberrations within 20 feet suffer -4 to attack allies, and allies gain +2 to certain saving throws.

### SCROLLS

### POTIONS