

OATHBOUND PALADIN



OF

Paladin
Level

Paladin
Level - 3 =

Caster
Level

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Level
2

CHA

Bonus to all
saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

Level Allies within 10ft get +4 to saves against fear effects.

3

GHOST TOUCH AURA

Armour gains the ghost touch property.

From level 9, apply to shield as well.

Level
8

AURA OF LIFE

+4 to save against negative levels. Allies within 10ft get +2 against these saves.

Level
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level Gain damage reduction 5/evil.

Level Immune to compulsion effects including magic.

Level 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

Paladin
Level

Misc

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

WILL
SAVE DC

Paladin
Level

(Round up)

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

(Round down)

Level
11

Channelling positive energy against the undead for just one use of Lay On Hands.

DIVINE BOND

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Type

☐ Summoned
Today

Enhancements

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells
CHA

1

2

3

4

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{} = \text{CHA} + $$

Caster
Level

Oath against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead,
blessing or burning the corpses as necessary.

SMITE EVIL

FOES

PER DAY

Paladin
Level

Misc

Foes
Today

$$\boxed{} = \left(\div 3 \right) + \quad (\text{Round up})$$

☐☐
☐☐

ATTACK
BONUS

Misc

DEFLECTION
BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

$$+ \boxed{\text{AC}} = \text{CHA} + $$

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

EVIL DAMAGE
BONUS

Paladin
Level

Misc

$$+ \boxed{} = + $$

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

Uses Today

$$\boxed{} = \left(\div 2 \right) + \text{CHA} + $$

☐☐☐
☐☐☐
☐☐☐

Level
2

(Round down)

HEALING
HIT POINTS

Paladin
Level

Misc

$$\boxed{}_{d6} = \left(\div 2 \right) + \quad (\text{Round down})$$

Level
6

MERCIES

15

12

18

PREPARED SPELLS

☐☐☐ Sanctify corpse

☐☐☐

☐☐☐

1

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☐☐☐ Darkvision

☐☐☐

☐☐☐

2

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☐☐☐

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☐☐☐ Searing light

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Halt undead

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4

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Level

20

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.