

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

Paladin
Level

Misc

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

(Round up)

WILL
SAVE DC

Paladin
Level

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

(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

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

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

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

$$+ \boxed{} = + $$

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

CHARITABLE 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

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

Heal 50% less when used on yourself
Heal 50% more when used on others
(Round down)

Level
3

CHARITABLE MERCIES (Selected each day)

12

6

15

9

18

PREPARED SPELLS

☐☐☐ Magic stone

☐☐☐

☐☐☐

1

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☐☐☐

☐☐☐ Make whole

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Magic vestment

☐☐☐

☐☐☐

3

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☐☐☐ Imbue with spell ability

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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.