OF Paladin Level	Oath of Vengeance	
Paladin Caster	vow	
Level J Level Level		
As a move action, detect evil in one creature or item within 60ft.		
Does not detect any other evil auras nearby.		
DIVINE GRACE	JI .	<u> </u>
Level Bonus to all	SMITE EVIL	
2 saving throws	FOES Paladin PER DAY Level	Foes Misc Today
AURA	= ( ÷3)+	
Level	ATTACK	(Round up) □□□ DEFLECTION
Anies within fort get +4 to saves against lear effects.	BONUS Misc	BONUS Misc
AURA OF RESOLVE Immune to charm effects including magic.	(+ )= CHA +	+ AC = CHA +
Allies within 10ft get +4 to saves against charm effects.	A successful strike with smite evil	Smiting damage bonus applies double for the
Level AURA OF FAITH  14 Weapons considered Good aligned for overcoming DR.	bypasses damage reduction.	first successful strike against evil outsiders, evil dragons and the undead.
AURA OF RIGHTEOUSNESS	DAMAGE Paladin	EVIL DAMAGE Paladin
Level Gain damage reduction 5/evil.	BONUS Level Misc	BONUS Level Misc
17 Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effects.	+ =+	+ = ( × 2 ) +
DIVINE HEALTH	Level POWERFUL JUSTICE	
Level Immune to all diseases including magic.	Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.  Allies gain the damage bonus, not the attack bonus.	
3	LAY ON HANDS	
DIVINE BOND  DIVINE BONDED WEAPON  DIVINE BONDED WEAPON	USES Paladin PER DAY Level	Misc Uses Today
5 Name	= ( ÷ 2)	+ CHA + (Round down)
	2 HEALING Paladin	(nound down)
Type Summoned ☐ Today	HIT POINTS Level	Misc
Enhancements	d6 = ( ÷ 2 )	(Round down)
	Level MERCIES	
	3	12
	6	15
SPELLS	9	18
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	Level CHANNEL WRATH	
<b>1</b>	8 Spend two uses of Lay On Hands to gain or	ne extra use of Smite Evil.
2 0000	PREPA	ARED SPELLS
3	□ □ □ Wrath	
4		<b>1</b>
Spell Save DC = 10 + CHA + Spell Level		
Concentration = CHA + Caster Level	□ □ □ Confess	
		2
	□ □ □ Blessing of fervour	000
		3
	□ □ □ Order's wrath	
		4
	HOLY	CHAMPION .

Increase damage reduction to 10/evil.

Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

10 The effect of Smite Evil ends after this attack.

10 On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.

OATHBOUND PALADIN