

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 PURITY

+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

Level 8

AURA OF RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level 14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level 17

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

Type

☐ Summoned Today

Enhancements

CLEANSING FLAME

Level 11

Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

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 = CHA + Caster Level

Oath against Corruption

VOW

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.

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

= $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$ (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

+ = +

EVIL DAMAGE BONUS

Paladin Level

Misc

+ = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

Level 2 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$
(Round down)

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☐

HEALING HIT POINTS

Paladin Level

Misc

d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ (Round down)

Level 3 MERCIES

12

6

15

9

18

PREPARED SPELLS

☐ True strike

☐

☐

1

☐

☐

☐

☐ Acute sense

☐

☐

2

☐

☐

☐

☐ Touch of idiocy

☐

☐

3

☐

☐

☐

☐ Spell immunity

☐

☐

4

☐

☐

☐

CAST INTO THE VOID

On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.

Level 20

WILL SAVE DC

Paladin Level

= $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$

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