



PALADIN

Paladin Level
Caster Level

DEITY



SPELLS

Spell Save DC		Spells per day	= Basis Spreuken	+ Bonus Spreuken WIS
<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐
Turn, Halt, Rout and Destroy Undead



Evil Paladin ☐
Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

URNS PER DAY

= 3 + **CHA** + Misc Today

1 TURNING CHECK

= d20 + **CHA** + Synergy

2 TO TURN CREATURE MAX HIT DICE

= (Turning Check ÷ 3) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

= (Paladin Level - 3) ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

= 2d6 + **CHA** + - 3

WANDS

CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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SPECIAL MOUNT

Name

Mount Type

☐ Summoned Mount Today

PREPARED SPELLS

1

2

3

4

SMITE EVIL

SMITINGS PER DAY

Smitings Today

SMITING ATTACK BONUS

Weapon Attack Bonus

= + **CHA**

SMITING DAMAGE BONUS

+

Weapon Damage Bonus

Paladin Level

= + +

LAY ON HANDS

HEALING POINTS PER DAY

hp

Paladin Level

Misc

= (**CHA** ×) +

Healing Points

SCROLLS

POTIONS