



PALADIN

Paladin
LevelCaster
Level

DEITY



SPELLS

Spell
Save DC

1

2

3

4

Spells
per day

=

Base
Spells

+

Bonus Spells
WIS

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐Turn, Halt,
Rout, and
Destroy UndeadEvil Paladin ☐Rebuke, Halt, Awe,
Control, Dispel, Turning,
and Bolster Undead

TURNS PER DAY

Misc

Today

 = 3 + **CHA** +

1 TURNING CHECK

Synergy

 = d20 + **CHA** +

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

 = (Turning
Check ÷ 3) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

 = (- 3) ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

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

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

☐ ☐ ☐

SMITE EVIL

SMITINGS
PER DAY

Smitings Today

SMITING ATTACK
BONUS

Weapon Attack Bonus

=

+

CHASMITING DAMAGE
BONUSWeapon
Damage
BonusPaladin
Level

+

+

LAY ON HANDS

HEALING POINTS
PER DAYPaladin
Level

Misc

 hp

=

 CHA ×

+

Healing Points

SCROLLS

POTIONS