Paladin Level	SPECIAL MOUNT
Paladin + 2 = Caster Level	Name
DEITY Level	Mount Type Summoned Mount Today
***	PREPARED SPELLS
SPELLS Spell Spells = Base + Bonus Spell Save DC per day = Spells + WIS	
1 2	
3	
4	
Spell Save DC = 10 + WIS + Spell Level TURN UNDEAD	3
TURNS PER DAY Misc Too	lay
=3 + CHA +	
	4
1 TURNING CHECK Synergy	
= d20 + CHA +	SMITE EVIL SMITINGS
2 TO TURN CREATURE MAX HIT DICE	PER DAY Smitings Today
Paladin Level Turning ÷ 3)+	
- Check · 3 /	SMITING ATTACK
TO DESTROY CREATURE MAX HIT DICE Paladin Level	BONUS Weapon Attack Bonus + CHA
= (- 3) ÷ 2 Round of	
4 CREATURES AFFECTED TOTAL HIT DICE	SMITING DAMAGE Damage Paladin BONUS Bonus Level
Paladin Level	+ + +
= 2d6 + CHA + - :	LAY ON HANDS
	HEALING POINTS Paladin PER DAY Level Misc
	$ hp = (CHA \times) +$
	Healing Points
	hp
WANDS	COROLL C POPULATO
	SCROLLS POTIONS
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