PALADIN Paladin Level	SPECIAL MOUNT
Paladin + 2 = Caster Level	Name
DEITY Level	Mount Type Summoned Mount Today
	PREPARED SPELLS
SPELLS	PREPARED SPELLS
Spell Spells Base Bonus	pells 1 0 0
1	
2	
3	
Spell Save DC = 10 + WIS + Spell Level	
TURN UNDEAD	3
TURNS PER DAY Misc	oday 🗆 🗆 🗆 🗆 🗆
=3 + CHA +	
1 TURNING CHECK	<b>— 4</b>
Synergy = d20 + CHA +	SMITE EVIL
	SMITINGS PER DAY Smitings Today
2 TO TURN CREATURE MAX HIT DICE Paladin Level	PER DAY Smitings Today
= (Turning ÷ 3)+	SMITING ATTACK
3 TO DESTROY CREATURE MAX HIT DICE	BONUS Weapon Attack Bonus
Paladin Level $= ( -3) \div 2$ Radiu	= + CHA
	d down Weapon SMITING DAMAGE Damage Paladin BONUS Popus Level
4 CREATURES AFFECTED TOTAL HIT DICE Paladin Leve	+ = + +
= 2d6 + CHA +	LAY ON HANDS
	HEALING POINTS Paladin
	PER DAY Level Misc  hp = ( CHA × ) +
	hp = (CHA × ) + Healing Points
	h
WANDS	SCHOLLS DOMESTIC
	SCROLLS
HARGES # # 000 000	
CHARGES ## 0000000000000000000000000000000000	
0	
CHANGE S	
<del>\$</del> 000 000	
CHARGES # 0000000	
¥ 000 000	
% % % % % % % % % % % % % % % % % % %	
# CHARGES	