



# PALADIN

Paladin Level

Paladin Level  $\div 2 =$  Caster Level

DEITY



## SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

## TURN 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  $\div 3$ ) +  - 7

### 3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (  - 3 )  $\div 2$  Round down

### 4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

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

## WANDS

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

Name

Mount Type

☐ Summoned Mount Today

## PREPARED SPELLS

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## SMITE EVIL

SMITINGS PER DAY

Smitings Today

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SMITING ATTACK BONUS

Weapon Attack Bonus

=  + **CHA**

SMITING DAMAGE BONUS

Weapon Damage Bonus

Paladin Level

+

= +  +

## LAY ON HANDS

HEALING POINTS PER DAY

Paladin Level

Misc

hp = ( **CHA**  $\times$   ) +

Healing Points

## SCROLLS

## POTIONS