PALADIN

GOOD · LAWFUL · CHAOTIC · EVIL

Paladin Level

Paladin Level ÷ 2 = Caster Level

DEITY

GOOD · LAWFUL · CHAOTIC · EVIL

SPECIAL MOUNT

Name

Mount Type

☐ Summoned Mount Today

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					☐☐☐☐
	2					☐☐☐☐
	3					☐☐☐☐
	4					☐☐☐☐

Spell Save DC = 10 + WIS + Spell Level

PREPARED SPELLS

1
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____

2
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____

3
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____

4
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____
☐☐☐ _____

TURN UNDEAD

TURNS PER DAY   Misc   Today

$$= 3 + CHA + \underline{\quad}$$

☐☐☐☐
☐☐☐

1 TURNING CHECK   Synergy

$$= d20 + CHA + \underline{\quad}$$

2 TO TURN CREATURE   MAX HIT DICE   Paladin Level

$$= \left(\frac{\text{Turning Check}}{\div 3} \right) + \underline{\quad} - 7$$

3 TO DESTROY CREATURE MAX HIT DICE   Paladin Level

$$= \left(\underline{\quad} - 3 \right) \div 2 \quad \text{Round down}$$

4 CREATURES AFFECTED TOTAL HIT DICE   Paladin Level

$$= 2d6 + CHA + \underline{\quad} - 3$$

SMITE EVIL

SMITINGS PER DAY   Smitings Today

☐☐☐
☐☐☐

SMITING ATTACK BONUS   Weapon Attack Bonus

$$= \underline{\quad} + CHA$$

SMITING DAMAGE BONUS   Weapon Damage Bonus   Paladin Level

$$+ \underline{\quad} = + \underline{\quad} + \underline{\quad}$$

LAY ON HANDS

HEALING POINTS PER DAY   Paladin Level   Misc

$$\underline{\quad} \text{hp} = \left(CHA \times \underline{\quad} \right) + \underline{\quad}$$

Healing Points

hp

WANDS

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

SCROLLS

POTIONS