PALADIN Paladin Level	`	SPECIAL MOUNT		
Paladin : 2 = Caster Level	Name			
DEITY Level	Mount Type		Summoned Mount Today	
CDELL C		PREPARED SPELLS	•	
SPELLS Spell Spells = Base + Bonus : Save DC per day		1 000		
Save DC per day Spells WI		000		
2				
3		2		
Spell Save DC = 10 + WIS + Spell Level				
TURN UNDEAD		3 000		
TURNS PER DAY Misc	Today 🗆 🗆	000		
= 3 + CHA +				
1 TURNING CHECK		4		
= d20 + CHA +		SMITE EVIL	×	
	SMITINGS			
2 TO TURN CREATURE MAX HIT DICE Paladin Level	PER DAY	Smitings Today		
= (Turning ÷ 3)+	- 7			
3 TO DESTROY CREATURE MAX HIT DICE	SMITING ATTACK BONUS	Weapon Attack Bonus		
Paladin Level		= + CHA	-	
= (-3) ÷ 2 Roul	SMITING DAMAGE Da	eapon amage Paladin		
4 CREATURES AFFECTED TOTAL HIT DICE Paladin Leve		Sonus Level		
= 2d6 + CHA +	-3	LAY ON HANDS		
	HEALING POINTS	Paladin		
	PER DAY	Level Misc		
	hp - (C1	Healing Points		
		ricaling Folints		
			hp	
WANDS				
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