PALADIN

Paladin Level

Caster Level

DEITY

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐
Turn, Halt, Rout, and Destroy Undead

☐ Evil Paladin
Rebuke, Halt, Awe, Control, Dispel, Turning, and Bolster Undead

TURNS PER DAY = 3 + CHA + Misc

Today

1 TURNING CHECK

= d20 + CHA + Synergy

2 TO TURN CREATURE MAX HIT DICE

= (Turning Check ÷ 3) + Paladin Level − 7

3 TO DESTROY CREATURE MAX HIT DICE

= (Paladin Level − 3) ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

= 2d6 + CHA + Paladin Level − 3

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SPECIAL MOUNT

Name

Mount Type

☐ Summoned Mount Today

PREPARED SPELLS

1

2

3

4

SMITE EVIL

SMITINGS PER DAY

Smitings Today

SMITING ATTACK BONUS

= Weapon Attack Bonus + CHA

SMITING DAMAGE BONUS

+ = + Weapon Damage Bonus + Paladin Level

LAY ON HANDS

HEALING POINTS PER DAY

hp = (CHA × Paladin Level) + Misc

Healing Points

hp

SCROLLS

POTIONS