PALADIN Paladin Level	SPECIAL MOUNT
Paladin ÷ 2 = Caster Level	Name
DEITY Level Level	Mount Type Summoned Mount Today
**************************************	PREPARED SPELLS
SPELLS Spell Spells Basis Bonus Spreuken Spreuken WIJS	1 000
1 0000	
3 7000	2 000
4	
Spell Save DC = 10 + WIS + Spell Level	
TURN UNDEAD TURNS PER DAY Misc Today	3
=3 + CHA +	
	4 000
1 TURNING CHECK Synergy	
= d20 + CHA +	SMITE EVIL
2 TO TURN CREATURE MAX HIT DICE	SMITINGS PER DAY Smitings Today
Paladin Level	
= (Turning + 3)+ -7	SMITING ATTACK
3 TO DESTROY CREATURE MAX HIT DICE	BONUS Weapon Attack Bonus
Paladin Level	= + CHA
= (-3) ÷ 2 Round down	SMITING DAMAGE Weapon Damage Paladin
CREATURES AFFECTED TOTAL HIT DICE Paladin Level	BONUS Bonus Level
= 2d6 + CHA + -3	+ = + +
	LAY ON HANDS HEALING POINTS Paladin
	PER DAY Level Misc
	hp = (CHA ×) +
	Healing Points
	hp
WANDS	SCROLLS POTIONS
"	
# # 000 000 000 000 000 000 000 000 000	
# 98 # 000000000000000000000000000000000	
<u> </u>	
9 # 000000000	
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