



PALADIN

Paladin Level

Paladin Level ÷ 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"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <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 ÷ 3) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (- 3) ÷ 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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1

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4

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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

Paladin Level

Misc

hp

= (**CHA** ×)

+

Healing Points

SCROLLS

POTIONS