



PALADIN

Paladin
LevelCaster
Level

DEITY



SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐
Turn, Halt,
Rout and
Destroy UndeadEvil Paladin ☐
Rebuke, Halt, Awe,
Control, Dispel Turning
and Bolster Undead

URNS 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

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CHARGES

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SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

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1

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2

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3

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4

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SMITE EVIL

SMITINGS PER DAY

Smitings Today

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SMITING ATTACK BONUS

Weapon Attack Bonus

=

+

CHA

SMITING DAMAGE BONUS

Weapon
Damage
BonusPaladin
Level

=

+

LAY ON HANDS

HEALING POINTS PER DAY

Paladin
Level

Misc

 hp = (**CHA** ×) +

Healing Points

SCROLLS

POTIONS