



PALADIN

Paladin
Level

Paladin
Level - 3 = Caster
Level

DEITY



DIVINE BOND

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Name

Type

☐ Summoned
Today

Enhancements

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	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 + CHA + Spell Level

Concentration

= CHA +

Caster
Level

CHANNEL POSITIVE ENERGY

Channelling positive energy uses up two of today's
uses of Lay On Hands.

ENERGY
ROLL

Paladin
Level

Misc

d6 = (÷ 2) +

(Round up)

WILL
SAVE DC

Paladin
Level

= 10 + (÷ 2) + CHA

(Round down)

MERCIES

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

PREPARED SPELLS

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4

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SMITE EVIL

FOES
PER DAY

Paladin
Level

Misc

Foes
Today

= (

÷ 3) +

(Round up)

ATTACK
BONUS

Misc

= CHA +

DEFLECTION
BONUS

Misc

= CHA +

A successful strike with smite evil
bypasses damage reduction.

Smiting damage bonus applies double for the
first successful strike against evil outsiders,
evil dragons and the undead.

DAMAGE
BONUS

Paladin
Level

Misc

=

+

EVIL DAMAGE
BONUS

Paladin
Level

Misc

= (

× 2) +

LAY ON HANDS

USES
PER DAY

Paladin
Level

Misc

= (

÷ 2) + CHA +

(Round down)

Uses Today

HEALING
HIT POINTS

Paladin
Level

Misc

= (

÷ 2) +

(Round down)

SCROLLS

POTIONS