OATHOUND PALADIN	PREPAI	RED SPELLS
Oath against	□ □ □ Wrath	
Outri against		1 000
the Wvrm		000
Level Level	□ □ □ Aid	
Paladin – 3 = Caster Level		2
OATH		
	□ □ □ Helping hand	
		3
Code of Conduct	□ □ □ Sending	
Slay evil dragons, as well as other dangerous		4
dragons whether or not they are evil.		
Prevent the bloodlines of other creatures	FOES Paladin	TE EVIL
from being corrupted with draconic power.	PER DAY Level Mi	Foes sc Today
Protect the innocent against the	= (÷ 3) +	
predation_of dragons.	(Round up)	
DIVINE BOND	ATTACK BONUS Misc	DEFLECTION BONUS Misc
SPECIAL MOUNT BONDED WEAPON Name	+ = CHA +	+ AC = CHA +
Nume		
Type Summoned Today	A successful strike with smite evil bpasses damage reduction.	Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.
Enhancements	DAMAGE Paladin	EVIL DAMAGE Paladin
	BONUS Level Misc	BONUS Level Misc
	+ = +	+ = (× ₂)+
	· · · · · · · · · · · · · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · · _ · · _ · · _ ·	
SPELLS	LAYO	ON HANDS
SPELLS Spell Spells Base Bonus Spells Spell Power Bonus Spells		ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	LAY OUSES Paladin	N HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2	USES Paladin Level = (÷ 2) + CH HEALING Paladin	N HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2	USES Paladin Level = (÷ 2) + CH HEALING Paladin	Misc Uses Today (Round down)
Spell Spells = Base + Bonus Spells CHA 1 2 3	LAY O USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	Misc Uses Today (Round down)
Spell Spells = Base + Bonus Spells CHA 1 2 3 4	LAY O USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	Misc Uses Today (Round down)
Spell Save DC Spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Caster	LAY O USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	Misc Uses Today (Round down)
Spell Save DC per day = Base per day = Base CHA Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's	LAY O USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	Misc Uses Today (Round down)
Spell Save DC save DC spells = Base per day spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands.	LAY O USES Paladin Level = (÷ 2) + CH HEALING HIT POINTS Paladin Level M	Misc Uses Today (Round down)
Spell Spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands.	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC per day = Base per day = Base CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Spells = Base per day = Base CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level Misc (Round up)	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level Misc d6 = (÷ 2) +	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC per day = Base per day = Base CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level Misc ENERGY ROLL Paladin CHANNEL POSITIVE ENERGY Paladin Level Misc (Round up) WILL Paladin	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)
Spell Save DC spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level d6 = (÷ 2) + (Round up) WILL Paladin Level The paladin Level (Round down)	USES Paladin Level = (÷ 2) + CH HEALING Paladin Level d6 = (÷ 2) +	Misc Uses Today A + (Round down) isc (Round down)