PALADIN Paladin level	PREPA	RED SPELLS
5	7	
Paladin Level - 3 = Caster Level		1 000
DEITY	= = = = = = = = = = = = = = = = = = = =	000
Q <sub>I</sub>		000
		2 000
DIVINE BOND  SPECIAL MOUNT   BONDED WEAPON		
Name		000
		3
Type Summoned Today		000
Enhancements		000
		4
	FOES Paladin	ITE EVIL
SPELLS		Foes Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	= ( ÷ 3 ) +	
1 9999	(Round up)	
2	ATTACK BONUS Misc	DEFLECTION BONUS Misc
3	+ = CHA +	+ AC = CHA +
4		
Spell Save DC = 10 + WIS + Spell Level  Concentration = CHA + Caster Level	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.
CHANNEL POSITIVE ENERGY		EVIL DAMAGE Paladin
Channelling positive energy uses up two of today's	BONUS Level Misc	BONUS Level Misc
uses of Lay On Hands.	+ = +	+ = (×2 ) +
ENERGY Paladin		
ENERGY Paladin ROLL Level Misc	LAY	ON HANDS
	USES Paladin PER DAY Level	Misc Uses Today
ROLL Level	USES Paladin PER DAY Level	Misc Uses Today
ROLL Level + Misc	USES Paladin Level  = ( ÷ 2 ) + Cl	Misc Uses Today
ROLL Level Misc  d6 = ( + 2 ) + (Round up  WILL Paladin	USES PER DAY PER DAY  Paladin Level  HEALING Paladin	Misc Uses Today
ROLL  delication   Level   Misc    delication   Level   Misc    Round up    WILL   Paladin   Level   Level	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)
CROUND WILL   SAVE DC   = 10 + (	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)  Wisc
WILL SAVE DC Paladin Level  = 10 + (	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)  Wisc
WILL SAVE DC Paladin Level  = 10 + (	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)  Wisc
ROLL  d6 = ( ÷2 ) +  WILL SAVE DC  Paladin Level  Paladin Level  (Round up  (Round down)	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)  Wisc
ROLL  d6 = ( ÷2 ) +  WILL SAVE DC  Paladin Level  Paladin Level  (Round up  (Round down)	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level  = 10 + (	USES Paladin Level  PER DAY  PALALING HIT POINTS  Paladin Level	Misc Uses Today  (Round down)  Wisc
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL Paladin Level  = 10 + (Round down (Ro	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC Paladin Level	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC   CRound up   CRound up   CRound down   CRound up   CRound down   CRound up   CRound up   CRound up   CRound down   CRound down   CRound down   CRound up   CRound down   CRo	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC   CRound up   CRound up   CRound down   CRound up   CRound down   CRound up   CRound up   CRound up   CRound down   CRound down   CRound down   CRound up   CRound down   CRo	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC   CRound up   CRound down   CRo	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)
WILL SAVE DC   CRound up   CRound up   CRound down   CRound up   CRound down   CRound up   CRound up   CRound up   CRound down   CRound down   CRound down   CRound up   CRound up   CRound down   CRoun	USES PER DAY  = ( ÷ 2) + CI  HEALING HIT POINTS  d6 = ( ÷ 2) +  SCROLLS	Misc Uses Today  (Round down)  Wisc  (Round down)