



## PALADIN

Paladin  
LevelCaster  
Level

## DEITY



## SPELLS

Spell  
Save DCSpells  
per day

=

Base  
Spells

+

Bonus Spells  
WIS

1

2

3

4


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

#


CHARGES

#


CHARGES

#


CHARGES

#


CHARGES

#


## SPECIAL MOUNT

Name

Mount Type

☐ Summoned  
Mount Today

## PREPARED SPELLS

☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐☐ ☐ ☐

## SMITE EVIL

### SMITINGS

#### PER DAY

Smitings Today


### 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

=

×

Healing Points

## SCROLLS

## POTIONS