OATUGOUND PALADIN	PREPA	ARED SPELLS
Oath against	□ □ □ Wrath	
		1 000
Undeath Paladin		
Level	Aid	
Paladin - 3 = Caster Level		2
OATH		
	□ □ □ Helping hand	
		3
	□ □ □ Sending	
Code of Conduct		4
Destroy all undead. Put to rest the poor	SM	IITE EVIL
souls turned against their will. Prevent	FOES Paladin	Foes
the taint of undeath from spreading to the		Misc Today
newly dead, blessing or burning the corpses as necessary.	= (÷3)+_	
	(Round up)	DEFLECTION
□ SPECIAL MOUNT □ BONDED WEAPON	BONUS Misc	BONUS Misc
Name	(+)= CHA +	+ AC = CHA +
Torre		
Type Summoned Today	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.
Enhancements	DAMAGE Paladin	EVIL DAMAGE Paladin
	BONUS Level Misc	BONUS Level Misc
	+ = +	+ = (× 2) +
	+ =+	
SPELLS		ON HANDS
SPELLS Spell Spells Base Bonus Spells Spell Base Bonus Spells		ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC Spells + CHA	LAY USES Paladin PER DAY Level	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + C	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2	USES Paladin Level = (÷ 2) + C HEALING Paladin	ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2	USES Paladin Level = (÷ 2) + C HEALING Paladin	ON HANDS Misc Uses Today (Round down)
Spell Spells = Base + Bonus Spells CHA 1 2 3	LAY USES Paladin Level = (÷ 2) + C HEALING HIT POINTS Paladin Level	ON HANDS Misc Uses Today (Round down)
Spell Spells = Base + Bonus Spells CHA 1 2 3 4	LAY USES Paladin Level = (÷ 2) + C HEALING HIT POINTS Paladin Level	ON HANDS 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 Caster	LAY USES Paladin Level = (÷ 2) + C HEALING HIT POINTS Paladin Level	ON HANDS Misc Uses Today (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	LAY USES Paladin Level = (÷ 2) + C HEALING HIT POINTS Paladin Level	ON HANDS 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 Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's uses of Lay On Hands.	LAY USES Paladin Level = (÷ 2) + C HEALING HIT POINTS Paladin Level	ON HANDS Misc Uses Today (Round down)
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Spell Save DC per day = Base per day	LAY USES PER DAY = (÷ 2) + C HEALING HIT POINTS d6 = (÷ 2) +	ON HANDS Misc (Round down) Misc (Round down)
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