



PALADIN

Paladin
Level

Paladin
Level $\div 2 =$ Caster
Level

DEITY



SPELLS

Spell
Save DC

1

Spells
per day

=

Base
Spells

+

Bonus Spells
WIS

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

URNS PER DAY

Misc

Today

$= 3 + \text{CHA} +$

1 TURNING CHECK

Synergy

$= \text{d}20 + \text{CHA} +$

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

$= (\text{Turning Check} \div 3) + - 7$

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

$= (\text{Paladin Level} - 3) \div 2$ Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

$= 2\text{d}6 + \text{CHA} + - 3$

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

1

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4

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SMITE EVIL

SMITINGS
PER DAY

Smitings Today

SMITING ATTACK
BONUS

Weapon Attack Bonus

--	--	--	--	--	--	--	--	--	--

$=$ CHA

SMITING DAMAGE
BONUS

Weapon
Damage
Bonus

Paladin
Level

+									
---	--	--	--	--	--	--	--	--	--

$=$ $+$ $+$

LAY ON HANDS

HEALING POINTS
PER DAY

Paladin
Level

Misc

$\text{hp} = (\text{CHA} \times \text{Paladin Level}) + \text{Misc}$

Healing Points

SCROLLS

POTIONS