



## PALADIN

Paladin  
LevelCaster  
Level

## DEITY



## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

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CHARGES

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## SPECIAL MOUNT

Name

Mount Type

☐ Summoned  
Mount Today

## PREPARED SPELLS

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1

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2

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3

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4

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## SMITE EVIL

### SMITINGS PER DAY

Smitings Today

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### 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 = ( **CHA** ×  ) + 

Healing Points

## SCROLLS

## POTIONS