



PALADIN

Paladin
LevelPaladin
Level - 3 = Caster
Level

DEITY



DIVINE BOND

☐ SPECIAL MOUNT☐ BONDED WEAPON

Name

Type

☐ Summoned
Today

Enhancements

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration

= CHA +

Caster
Level

CHANNEL POSITIVE ENERGY

Channeling positive energy uses up two of today's
uses of Lay On Hands.ENERGY
ROLLPaladin
Level

Misc

 d6 = (÷ 2) +

(Round up)

WILL
SAVE DCPaladin
Level = 10 + (÷ 2) + CHA

(Round down)

MERCIES

WANDS

CHARGES

#

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES

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CHARGES

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CHARGES

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PREPARED SPELLS

☐☐☐☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

SMITE EVIL

FOES
PER DAYPaladin
Level

Misc

Foes
Today

= (

÷ 3) +

(Round up)

☐☐☐
☐☐☐ATTACK
BONUS

Misc

 +

= CHA +

DEFLECTION
BONUS

Misc

 + AC

= CHA +

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.DAMAGE
BONUSPaladin
Level

Misc

 +

=

+ EVIL DAMAGE
BONUSPaladin
Level

Misc

 +

= (

× 2) +

LAY ON HANDS

USES
PER DAYPaladin
Level

Misc

= (

÷ 2) + CHA +

(Round down)

Uses Today

☐☐☐☐
☐☐☐☐HEALING
HIT POINTSPaladin
Level

Misc

 d6 =

(

÷ 2) +

(Round down)

SCROLLS

POTIONS