OATHOUND PALADIN	PREPARED SPELLS
Oath against	REI ARED SI ELLS
Oath against	1
Tends Paladin Level	Detect thoughts
Paladin - 3 = Caster	2 000
Level - Level	
OATH	□ □ □ Invisibility purge □ □ □
	3 000
	- Plane shift
	4 000
Code of Conduct	
Never suffer an evil outsider to live if	SMITE EVIL
it is in your power to destroy it.	FOES Paladin Foes PER DAY Level Misc Today
Banish fiends you cannot kill. Purge the	- (÷ 2) +
evil from those possessed by fiends.	(Round up)
DIVINE BOND	ATTACK BONUS Misc BONUS Misc Misc
SPECIAL MOUNT BONDED WEAPON Name	+ = CHA + + AC = CHA +
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.
Emilancements	DAMAGE BONUS Paladin Level Misc BONUS Paladin Level Misc BONUS Level Misc
	+ = + + = (× 2)+
	\
SPELLS	USES Paladin
SPELLS Spell Spells = Base Spells + Bonus Spells CHA	USES Paladin PER DAY Level Misc Uses Today
Spell Spells Base Bonus Spells	USES Paladin PER DAY Level Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	USES PER DAY PER DAY Paladin Level ** 2) + CHA + (Round down) HEALING Paladin Paladin
Spell Save DC Spells = Base + Bonus Spells CHA 1	USES PER DAY Cound down Co
Spell Save DC Spells = Base + Bonus Spells CHA 1	USES PER DAY PER DAY Paladin Level ** 2) + CHA + (Round down) HEALING Paladin Paladin
Spell Save DC Spells = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level	USES PER DAY Cound down Co
Spell Save DC Spells = Base Spells + Bonus Spells CHA 1	USES PER DAY Cound down Co
Spell Save DC spells = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Caster	USES PER DAY Cound down Co
Spell Save DC sper day = Base Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration = CHA + Caster Level CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's	USES PER DAY Cound down Co
Spell Save DC Spells = Base Spells + Bonus Spells CHA 1 2 3 4 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.	USES PER DAY Cound down Co
Spell Save DC Spells = Base Spells + Bonus Spells CHA 1 2 3 4 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.	USES PER DAY Cound down Co
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Spell Save DC per day Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY ROLL Paladin Level Misc (Round up) WILL SAVE DC = 10 + (÷ 2) + CHA (Round down)	USES PER DAY Cound down Co
Spell Save DC per day Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY ROLL Paladin Level Misc (Round up) WILL SAVE DC = 10 + (÷ 2) + CHA (Round down)	USES PER DAY Cound down Co
Spell Save DC per day Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Concentration CHANNEL POSITIVE ENERGY Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY ROLL Paladin Level Misc (Round up) WILL SAVE DC = 10 + (÷ 2) + CHA (Round down)	USES PER DAY Characteristics Paladin Level Misc Uses Today
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 Channeling positive energy uses up two of today's uses of Lay On Hands. ENERGY Paladin Level d6 = (÷ 2) + (Round up) WILL Paladin Level = 10 + (÷ 2) + CHA (Round down)	USES PER DAY Characteristics Paladin Level Misc Uses Today