PALADIN Paladin	PREP	ARED SPELLS
6 4	1	
Paladin - 3 = Caster Level		1 000
DEITY		000
AND THE STREET		
Divinit Bond		2
□ DIVINE BOND □ SPECIAL MOUNT □ BONDED WEAPON		
Name		
Tuna		_ 3
Type Summone Today		
Enhancements		
		_ 4
		MITE EVIL
appro a	FOES Paladin	Foes
Spell Spells Base Bonus Spells		Misc Today
Save DC per day Spells CHA	= (÷ 3) +	
1	ATTACK	DEFLECTION
3	BONUS Misc	BONUS Misc
3 0000	+ = CHA +	+ AC = CHA +
Spell Save DC = 10 + WIS + Spell Level	A successful strike with smite evil	Smiting damage bonus applies double for the
Concentration = CHA + Caste Level	The state of the s	first successful strike against evil outsiders, evil dragons and the undead.
	DAMAGE Paladin	EVIL DAMAGE Paladin
Channeling positive energy uses up two of today's	BONUS Level Misc	BONUS Level Misc
uses of Lay On Hands. ENERGY Paladin	+ = +	+ = (× 2) +
ROLL Level Misc		ON HANDS
	USES Paladin PER DAY Level	Misc Uses Today
ROLL d6 = (+ 2) + (Round u	USES Paladin PER DAY Level	Misc Uses Today
ROLL d6 = (+ 2) + WILL SAVE DC Round u Paladin Level	USES PER DAY p) HEALING Paladin Level + 2) + C	Misc Uses Today
ROLL Level Misc d6 = (+ 2) + (Round u	USES PER DAY P) HEALING HIT POINTS Paladin Level Paladin Level	Misc Uses Today
WILL SAVE DC Paladin Level Paladin (Round of the control of the co	USES PER DAY P Paladin Level P Paladin Level P Paladin Level HEALING HIT POINTS P Paladin Level	Misc Uses Today HA + (Round down)
Misc Misc Will Round Will SAVE DC = 10 + (USES PER DAY P Paladin Level + 2 + 0	Misc Uses Today (Round down) Misc
WILL SAVE DC Paladin Level Paladin (Round of the control of the co	USES PER DAY P Paladin Level + 2 + 0	Misc Uses Today (Round down) Misc
WILL SAVE DC Paladin Level Paladin (Round of the Cound of	USES PER DAY P Paladin Level + 2 + 0	Misc Uses Today (Round down) Misc
WILL SAVE DC Paladin Level Paladin (Round of the control of the co	USES PER DAY P Paladin Level + 2 + 0	Misc Uses Today (Round down) Misc
WILL SAVE DC Paladin Level Paladin (Round of the Cound of	USES PER DAY P Paladin Level + 2 + 0	Misc Uses Today (Round down) Misc
WILL SAVE DC Paladin Level	USES PER DAY P HEALING HIT POINTS d6 SCROLLS	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC Paladin Level	USES PER DAY P Paladin	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC Paladin Level	USES PER DAY P HEALING HIT POINTS d6	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC Paladin Level	USES PER DAY P HEALING HIT POINTS d6	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC = 10 + (Round downward) WILL Paladin Level	USES PER DAY P HEALING HIT POINTS d6	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC = 10 + (Round downward) WANDS WANDS	USES PER DAY Polation Level	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC Paladin Level	USES PER DAY Polation Level	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC CRound of the control	USES PER DAY P HEALING HIT POINTS d6 = (÷ 2) + SCROLLS	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC CRound of the control	USES PER DAY P HEALING HIT POINTS d6 = (÷ 2) + SCROLLS	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC Paladin Level ÷ 2) + CHA WANDS WANDS	USES PER DAY P HEALING HIT POINTS d6 = (÷ 2) + SCROLLS	Misc Uses Today (Round down) Misc (Round down)
WILL SAVE DC CRound of the second of the s	USES PER DAY Polation	Misc Uses Today (Round down) Misc (Round down)