OATH/OUND PALADIN	PRE	PARED SPELLS
Oath against	□ □ □ Wrath	
Outri against		1 000
the Wyrm.		
Level Level	□ □ □ Aid	000
Paladin - 3 = Caster Level		2
OATH		
	□ □ □ Helping hand	
		3
Code of Conduct	□ □ □ Sending	
Slay evil dragons, as well as other dangerous		4
dragons whether or not they are evil.		
Prevent the bloodlines of other creatures	FOES Paladin	SMITE EVIL
from being corrupted with draconic power.	PER DAY Level	Foes Misc Today
Protect the innocent against the	= (÷ 3)+	
predation of dragons.	(Round up)	
DIVINE BOND	ATTACK BONUS Misc	DEFLECTION BONUS Misc
SPECIAL MOUNT BONDED WEAPON Name	+ = CHA +	+ AC = CHA +
Name		
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.
Enhancements	DAMAGE Paladin	EVIL DAMAGE Paladin
	BONUS Level Misc	BONUS Level Misc
	+ = +	+ = (× 2) +
		·
SPELLS	LA	Y ON HANDS
SPELLS Spell Spells = Base + Bonus Spells Save DC	LA USES Paladin PER DAY Level	AY ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells Save DC per day = Spells + CHA	LA USES Paladin	Y ON HANDS Misc Uses Today
Spell Spells Base Bonus Spells	USES Paladin Level = (÷ 2) +	AY ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level HEALING Paladin HIT POINTS Paladin Level	Y ON HANDS Misc Uses Today
Spell Spells = Base + Bonus Spells CHA 1	USES Paladin Level = (÷ 2) + HEALING Paladin	Y ON HANDS Misc CHA + (Round down) Uses Today
Spell Spells = Base + Bonus Spells CHA 1 2 3	USES Paladin PER DAY Paladin Level = (÷ 2) + HEALING HIT POINTS Paladin Level	Y ON HANDS Misc CHA + (Round down) Misc
Spell Spells = Base + Bonus Spells CHA 1 2 3 4	USES Paladin PER DAY Paladin Level = (÷ 2) + HEALING HIT POINTS Paladin Level	Y ON HANDS Misc CHA + (Round down) Misc
Spell Spells = Base per day = Spells + Bonus Spells CHA 1 2 3 4 Spell Save DC = 10 + WIS + Spell Level Caster	USES Paladin PER DAY Paladin Level = (÷ 2) + HEALING HIT POINTS Paladin Level	Y ON HANDS Misc CHA + (Round down) Misc
Spell Save DC per day = Base Ponus 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 Paladin PER DAY Paladin Level = (÷ 2) + HEALING HIT POINTS Paladin Level	Y ON HANDS Misc CHA + (Round down) Misc
Spell Save DC per day = Base per day	USES Paladin PER DAY Paladin Level = (÷ 2) + HEALING HIT POINTS Paladin Level	Y ON HANDS Misc CHA + (Round down) Misc
Spell Save DC per day = Base per day = Base CHA Bonus Spells CHA 2	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
Spell Save DC per day = Base per day = Base 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	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
Spell Save DC spells = Base per day = Base 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 (Round up)	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
Spell Save DC per day = Base per day	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
Spell Save DC per day = Base per day	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
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 SAVE DC (Round down)	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
Spell Save DC	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
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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 SAVE DC (Round down)	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
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 SAVE DC (Round down)	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)
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 SAVE DC (Round down)	USES PER DAY = (÷ 2) + HEALING HIT POINTS d6 = (÷ 2) +	Misc Uses Today (Round down) Misc (Round down)