



PALADIN

Paladin Level

Paladin Level $\div 2 =$ Caster Level

DEITY



SPELLS

Spell Save DC

Spells per day

= Base Spells

Брунные заклятия WIS

1

2

3

4



Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Turns per Day

Misc

Today

= 3 + CHA +



1 TURNING CHECK

Synergy

= d20 + CHA +

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

= (Turning Check $\div 3$) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (- 3) $\div 2$ Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

= 2d6 + CHA + - 3

SPECIAL MOUNT

Name

Mount Type

☐ Summoned Mount Today

PREPARED SPELLS

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1

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SMITE EVIL

SMITINGS PER DAY

Smitings Today



SMITING ATTACK BONUS

Weapon Attack Bonus

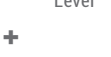


+ CHA

SMITING DAMAGE BONUS

Weapon Damage Bonus

Paladin Level



LAY ON HANDS

HEALING POINTS PER DAY

Paladin Level

Misc



hp



Healing Points

WANDS

CHARGES

#



CHARGES

#



CHARGES

#



CHARGES

#



CHARGES

#



SCROLLS

POTIONS