



PALADIN

Paladin
LevelCaster
Level

DEITY



SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐
Turn, Halt,
Rout and
Destroy Undead



Evil Paladin ☐
Rebuke, Halt, Awe,
Control, Dispel Turning
and Bolster 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

÷ 3

) +

- 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (

- 3

) ÷ 2

Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

= 2d6 +

CHA

+

- 3

WANDS

CHARGES

#

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CHARGES

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CHARGES

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SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

☐☐☐☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

SMITE EVIL

SMITINGS
PER DAY

Smitings Today

☐☐☐☐SMITING ATTACK
BONUS

Weapon Attack Bonus

=

+

CHA

SMITING DAMAGE
BONUSWeapon
Damage
BonusPaladin
Level

+

=

+

+

LAY ON HANDS

HEALING POINTS
PER DAYPaladin
Level

Misc

hp

=

CHA

×

)

+

Healing Points

SCROLLS

POTIONS