



PALADIN

Paladin
LevelCaster
Level

DEITY



SPELLS

Spell
Save DCSpells
per day

=

Base
SpellsБазисные заклятия
WIS

	1					
	2					
	3					
	4					

Spell Save DC = 10 + WIS + Spell Level

TURN UNDEAD

Good Paladin ☐Turn, Halt,
Rout and
Destroy UndeadEvil 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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SPECIAL MOUNT

Name

Mount Type

☐ Summoned
Mount Today

PREPARED SPELLS

☐☐☐☐☐☐☐☐☐

1

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2

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3

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4

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SMITE EVIL

SMITINGS
PER DAY

Smitings Today

☐☐☐☐SMITING ATTACK
BONUS

Weapon Attack Bonus

= + CHASMITING DAMAGE
BONUSWeapon
Damage
BonusPaladin
Level= +

LAY ON HANDS

HEALING POINTS
PER DAYPaladin
Level

Misc

 hp = (CHA ×) +

Healing Points

SCROLLS

POTIONS