



PALADIN

Paladin
Level

Paladin - 3 = Livello
Level Dell'incantatore

DEITY



DIVINE BOND

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Name

Type

☐ Summoned
Today

Enhancements

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentrazione = CAR +

Livello
Dell'incantatore

CHANNEL POSITIVE ENERGY

Channelling positive energy uses up two of today's
uses of Lay On Hands.

ENERGY
ROLL

Paladin
Level

Altro

d6 = (÷ 2) +

(Arrotond.per eccesso)

WILL
SAVE DC

Paladin
Level

= 10 + (÷ 2) + CAR

(Round down)

MERCIES

WANDS

CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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CHARGES # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PREPARED SPELLS

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4

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SMITE EVIL

FOES
PER DAY

Paladin
Level

Altro

Foes
Today

= (÷ 3) +

(Arrotond.per eccesso)

☐☐☐
☐☐☐

ATTACK
BONUS

Altro

+ = CAR +

DEFLECTION
BONUS

Altro

+ CA = CAR +

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.

DAMAGE
BONUS

Paladin
Level

Altro

+ = +

EVIL DAMAGE
BONUS

Paladin
Level

Altro

+ = (× 2) +

LAY ON HANDS

USES
PER DAY

Paladin
Level

Altro

Uses Today

= (÷ 2) + CAR +

(Round down)

☐☐☐☐
☐☐☐☐

HEALING
HIT POINTS

Paladin
Level

Altro

d6 = (÷ 2) +

(Round down)

SCROLLS

POTIONS