



PALADIN

Paladin
Level

Paladin - 3 = Livello
Level Dell'Incantatore

DEITY



DIVINE BOND

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Nome

Type

☐ Summoned
Today

Enhancements

INCANTESIMI

Incantesimi
DC Tiri Salvz.

Incantesimi
al giorno

Incantesimi
Base

Bonus Spells
CHA

1

2

3

4

Salvezza Incntsm. = 10 + SAG + Liv Incntsm

Concentrazione

= CAR +

Livello
Dell'incantatore

CHANNEL POSITIVE ENERGY

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

TIRO
ROLL

Paladin
Level

Altro

d6

= (÷ 2) +

(Arrotond.per eccesso)

CD Salvezza

Paladin
Level

= 10 + (÷ 2) + CAR

(Arrotondato per difetto)

MERCIES

WANDS

CHARGES

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CHARGES

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INCANTESIMI PREPARATI

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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

= (÷ 2) + CAR +

(Arrotondato per difetto)

Uses Today

☐ ☐ ☐ ☐

HEALING
HIT POINTS

Paladin
Level

Altro

d6

= (÷ 2) +

(Arrotondato per difetto)

SCROLLS

POTIONS