



PALADIN

Liv
del PaladinoLivello
Dell'incantatore

DEITY



INCANTESIMI

Incantesimi
DC Tiri Salvz.Incantesimi
al giornoIncantesimi
BaseBonus Spells
WIS

1

2

3

4

Salvezza Incntsm. = 10 + SAG + Liv Incntsm

TURN UNDEAD

Good Paladin ☐Turn, Halt,
Rout and
Destroy UndeadEvil Paladin ☐Rebuke, Halt, Awe,
Control, Dispel Turning
and Bolster Undead

TURNS PER DAY

Altro

Oggi

= 3 + CAR +

1 TURNING CHECK

Synergy

= d20 + CAR +

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 + CAR + - 3

BACCHETTE

CARICHE #



CARICHE #



CARICHE #



CARICHE #



CARICHE #



SPECIAL MOUNT

Nome

Mount Type

☐ Summoned
Mount Today

INCANTESIMI PREPARATI

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SMITE EVIL

SMITINGS
PER DAY

Smitings Today

SMITING ATTACK
BONUS

Weapon Attack Bonus



= + CAR

SMITING DAMAGE
BONUSWeapon
Damage
BonusLiv
del Paladino

+ +

LAY ON HANDS

HEALING POINTS
PER DAYLiv
del Paladino

Altro



pf = (CAR ×) +

Healing Points

PERGAMENE

POZIONI