PALADÍN

Nivel de Paladín

Nivel de Lanzador

DEIDAD

CONJUROS

CD Salv de Conjuros		Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales SAB
	1			
	2			
	3			
	4			

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

TURN UNDEAD

Good Paladin ☐

Turn, Halt, Rout and Destroy Undead

☐ Evil Paladin

Rebuke, Halt, Awe, Control, Dispel Turning and Bolster Undead

TURNS PER DAY = 3 + CAR + Misc

Hoy

1 TURNING CHECK

= d20 + CAR + Synergy

2 TO TURN CREATURE MAX HIT DICE

= (Turning Check ÷ 3) + Paladin Level - 7

3 TO DESTROY CREATURE MAX HIT DICE

= (Paladin Level - 3) ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

= 2d6 + CAR + Paladin Level - 3

VARITAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

MONTURA DIVINA

Nombre

Mount Type

☐ Summoned Mount Today

CONJUROS PREPARADOS

1

2

3

4

CASTIGAR AL MAL

SMITINGS PER DAY

Smitings Today

SMITING ATTACK BONUS

= Weapon Attack Bonus + CAR

SMITING DAMAGE BONUS

+ = + Weapon Damage Bonus + Nivel de Paladín

IMPOSICIÓN DE MANOS

HEALING POINTS PER DAY

pg = (CAR × Nivel de Paladín) + Misc

Healing Points

pg

PERGAMINOS

POCIONES