



PALADINO

Liv
del PaladinoLivello
incantatore

DIVINITÀ



INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	Incantesimi Bonus SAG
	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"/>

CD TS Incantesimo = 10 + SAG + Liv. Incantesimo

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

Sinergia

 = 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 per difetto

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

 = 2d6 + CAR + - 3

BACCHETTE

CARICHE #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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CAVALCATURA SPECIALE

Nome

Mount Type

☐ Evocati
Cavalcati Oggi

INCANTESIMI PREPARATI

☐☐☐☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

PUNIRE IL MALE

SMITINGS
PER DAY

Punizioni Oggi

☐☐☐☐SMITING ATTACK
BONUS

Weapon Attack Bonus

= + CARSMITING DAMAGE
BONUSBonus
Danno
ArmiLiv
del Paladino+ = + +

IMPOSIZIONE DELLE MANI

PUNTI GUARITI
PER DAYLiv
del Paladino

Altro

 pf= (CAR ×) +

Healing Points

PERGAMENE

POZIONI