# PALADIN

Paladin-stufe

Paladin-stufe ÷ 2 = Zauber-stufe

GOTTHEIT

## ZAUBER

| Zauber Rettungs SG | | Zauber pro Tag | = Grund-zauber | + Bonus Zauber WIS |
|---|---|---|---|---|
| | 1 | | | |
| | 2 | | | |
| | 3 | | | |
| | 4 | | | |

Zauber Rettungs SG = 10 + WE + Zaubergrad

## TURN UNDEAD

**TURNS PER DAY** = 3 + CH + Sonstiges

Heute

**1 TURNING CHECK** = d20 + CH + 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 + CH + Paladin Level - 3

## ZAUBERSTÄBE

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

## REITTIER

Name

Mount Type

☐ Summoned Mount Today

## VORBEREITETE ZAUBER

1

2

3

4

## BÖSES NIEDERSTRECKEN

**SMITINGS PER DAY**

Smitings Today

**SMITING ATTACK BONUS** = Weapon Attack Bonus + CH

**SMITING DAMAGE BONUS** + = + Weapon Damage Bonus + Paladin-stufe

## HANDAUFLEGEN

**HEALING POINTS PER DAY** TP = ( CH × Paladin-stufe ) + Sonstiges

Healing Points

TP

## SCHRIFTROLLEN

## TRÄNKE