



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

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

CAVALCATURA SPECIALE

Nome

Mount Type

☐ Summoned
Mount Today

INCANTESIMI PREPARATI

☐☐☐☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

PUNIRE IL MALE

SMITINGS
PER DAY

Smitings Today

☐☐☐
☐☐☐SMITING ATTACK
BONUS

Weapon Attack Bonus

= + CAR SMITING DAMAGE
BONUSWeapon
Damage
BonusLiv
del Paladino+ = + +

IMPOSIZIONE DELLE MANI

HEALING POINTS
PER DAYLiv
del Paladino

Altro

 pf= (CAR ×) +

Healing Points

BACCHETTE

CARICHE #

☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

CARICHE #

☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

CARICHE #

☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

CARICHE #

☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

CARICHE #

☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

PERGAMENE

POZIONI