



PALADÍN

Nivel de
PaladínNivel de
Lanzador

DEIDAD



CONJUROS

CD Salv
de ConjuriosConjurios
al Día= Conjurios
BaseConjurios Adicionales
SAB

	1					
	2					
	3					
	4					

CD Salv de Conjurio = 10 + SAB + Nivel Conjurio

TURN UNDEAD

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

TURNS PER DAY

Misc

Hoy

 = 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

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

= + CARSMITING DAMAGE
BONUSWeapon
Damage
BonusNivel de
Paladín += +

IMPOSICIÓN DE MANOS

HEALING POINTS
PER DAYNivel de
Paladín

Misc

 pg= (CAR ×) +

Healing Points

VARITAS

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

PERGAMINOS

POCIONES