PALADIN

Paladin-stufe

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

Good Paladin ☐

Turn, Halt, Rout and Destroy Undead

☐ Evil Paladin

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