



PALADIN

Paladin
NiveauNiveau de
Lanceur de Sort

DEITE



SORTS

Sort DD sauvegarde		Sorts par jour	=	Base Sorts	+	Bonus Spells 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"/>

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort

TURN UNDEAD

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

TURNS PER DAY

Divers

Aujourd'hui

 = 3 + **CHA** + ☐☐☐☐☐☐

1 TURNING CHECK

Synergy

 = d20 + **CHA** +

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 + **CHA** + - 3

BAGUETTES

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MONTURE SPECIALE

Nom

Mount Type

☐ Summoned
Mount Today

SORTS PREPARES

☐☐☐☐☐☐☐☐☐

1

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4

☐☐☐☐☐☐☐☐☐

CHÂTIMENT DU MAL

SMITINGS
PER DAY

Smitings Today

☐☐☐☐SMITING ATTACK
BONUS

Weapon Attack Bonus

= + **CHA**SMITING DAMAGE
BONUSWeapon
Damage
BonusPaladin
Niveau+ = + +

IMPOSITION DES MAINS

HEALING POINTS
PER DAYPaladin
Niveau

Divers

 pv= (**CHA** ×) +

Healing Points

PARCHEMINS

POTIONS