PALADIN

Paladin Niveau

Niveau de Lanceur de Sort

DEITE

SORTS

Sort DD sauvegarde		Sorts par jour	= Base Sorts	+ Sorts supplémentaires WIS
	1			
	2			
	3			
	4			

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

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 + CHA + Divers

Aujourd'hui

1 TURNING CHECK

= d20 + CHA + 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 + CHA + Paladin Level - 3

BAGUETTES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

MONTURE SPECIALE

Nom

Mount Type

☐ Summoned Mount Today

SORTS PREPARES

1

2

3

4

SMITE EVIL

SMITINGS PER DAY

Smitings Today

SMITING ATTACK BONUS

= Weapon Attack Bonus + CHA

SMITING DAMAGE BONUS

+ = + Weapon Damage Bonus + Paladin Niveau

LAY ON HANDS

HEALING POINTS PER DAY

pv = (CHA × Paladin Niveau) + Divers

Healing Points

pv

PARCHEMINS

POTIONS