



PALADIN

Nível de
Paladino

Nível de
Paladino $\div 2$ = Conjurador
Nível

DIVINDADE



MAGIAS

Teste de Resistência CD		Magias por dia	=	Base Magia	+	Magias Bônus SAB
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Teste de Resistência CD = 10 + SAB + Nível da Magia

TURN UNDEAD

TURN PER DAY

Outros

Today

= 3 + CAR +

1 TURNING CHECK

Synergy

= d20 + CAR +

2 TO TURN CREATURE MAX HIT DICE

Paladin Level

= (Turning
Check $\div 3$) + - 7

3 TO DESTROY CREATURE MAX HIT DICE

Paladin Level

= (- 3) $\div 2$ Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Paladin Level

= 2d6 + CAR + - 3

SPECIAL MOUNT

Nome

Mount Type

☐ Summoned
Mount Today

MAGIAS PREPARADAS

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SMITE EVIL

SMITINGS
PER DAY

Smitings Today

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SMITING ATTACK
BONUS

Weapon Attack Bonus

=

+ CAR

SMITING DAMAGE
BONUS

Weapon
Damage
Bonus

Nível de
Paladino

+

= +

+

VARINHAS

CARGAS

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CARGAS

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CARGAS

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CARGAS

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PERGAMINHOS

POÇÕES