



Human Paladin, Pal2

Model from CHAINMAIL Set 1

MEDIUM-SIZE HUMANOID (HUMAN)

Hit Dice: 2d10+2 (17 hp)

Initiative: -1

Speed: 20 ft.

AC: 19 (-1 Dex, +8 full plate, +2 large shield)

Attacks: Bastard sword +4 melee

Smite Evil (Su): Once per day may make one normal melee attack against an evil creature, +2 attack/+2 damage.

Damage: Bastard sword 1d10+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities:

Aura of courage

Detect evil

Divine health

Lay on Hands (Sp): 4 hit points per day

Saves: Fort +6, Ref +1, Will +3

Abilities: Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15

Skills: Concentration +6, Diplomacy +7, Ride (horse) +4

Feats: Exotic Weapon Proficiency (bastard sword), Mounted Combat

CR: 2



Combat Tracking for Multiple Creatures

Smite Evil: o

Lay on Hands: 0000 **hp:** 17

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A new D&D Battle Sheet based on the models of the ...



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