



Human Paladin of Stratis, Pal4

Model from CHAINMAIL Set 3

MEDIUM-SIZE HUMANOID (HUMAN)

Hit Dice: 4d10+4 (30 hp)

Initiative: +0

Speed: 20 ft. (half-plate); base 30 ft.

AC: 19 (+7 half-plate, +2 large spiked shield)

Attacks: Morningstar +7 melee; or morningstar

+3 melee, large spiked shield -1 melee

Smite Evil (Su): Once per day against an evil creature, +2 melee/+2 damage

Power Attack: Up to -4/+4

Shield Expert: Can make bash attacks with shield while retaining AC bonus

Damage: Morningstar 1d8+3; large spiked shield 1d6+1

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

Special Attacks: *Turn Undead (Su):* 5/day

Paladin Spells Prepared: 1st-level: *magic weapon*

Special Qualities: Aura of courage, detect evil, divine health; *Remove Disease (Sp):* 1/week

Lay on Hands (Sp): 8 hit points per day

Saves: Fort +7, Ref +3, Will +4

Abilities: Str 16, Dex 10, Con 12, Int 8, Wis 13, Cha 14

Skills: Diplomacy +9, Handle Animal +5, Ride (horse) +4

Feats: Power Attack, Shield Expert, Two-Weapon Fighting

CR: 4



Combat Tracking for Multiple Creatures

Smite Evil o

Turn Undead ooooo
hp: 30

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



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