<b>DIVINE HUNTER</b>	BÖSES NIEDERSTRECKEN			KEN
VON		Paladin-	. Geg	ner
Paladin- stufe	PRO TAG	stufe Sonst	ilges Hei	
(PALADIN)  Paladin 3 = Zauber-	= (	÷3)+		
stufe 3 - stufe		(aufrunden)		_
DETECT EVIL	ANGRIFF BONUS	Sonstiges	ABLENKUNG BONUS	G Sonstiges
As a move action, detect evil in one creature or item within 60ft.  Does not detect any other evil auras nearby.	+ = CF	I +	+ RK	= CH +
			1/1/	- 611
Stufe Bonus to all	Ein erfolgreicher Angriff m	it Böses niederstrecken	Smiting damag	e bonus applies double for the
Stufe Bonus to all saving throws	umgeht jedwede Schadens	sreduzierung		l strike against evil outsiders,
SHARED PRECISION	SCHADEN Bolod		3	CHADENaladin-
Stufe On hitting with a ranged attack, allies within 10ft gain	BONUS Palad		BONUS	stufe Sonstiges
3 the benefits of Precise Shot until your next turn.	+ =	+	+	$= ( \times_2 ) +$
AURA				· · · · · · · · · · · · · · · · · · ·
Stufe  AURA OF CARE Allies within 10ft (who are mobile) no longer provide cover	HANDAUFLEGEN			
against ranged attacks, unless they wish to.	EINSETZBAR PRO TAG	Paladin- stufe		Sonstiges Heute eingesetzt
Stufe AURA OF FAITH	-	= ( ÷ 2 ) +	- CH +	
14 Weapons considered Good aligned for overcoming DR.	Stufe	(-1		
DIVINE HEALTH	2 HEILT	(abrunden)		
Stufe Immune to all diseases including magic.	HIT POINTS	Paladin- stufe	Sonstiges	
CHANNEL POSITIVE ENERGY	W6 =	= ( ÷ 2 )	+	
Stufe Positive Energie fokussiern verbraucht zählt als		(abrunden)		
4 zwei mal Handauflegen	GNADEN			
ENERGIE Paladin- WURF stufe Sonstiges	Stufe		40	
- ( ÷ 2 ) +	3		12	
wo (	6		15	
(aufrunden) WILLEN Paladin-	9 18			
RETTUNGS SG stufe				RANGE Stufe
= 10 + ( ÷ 2 ) + CH	Stufe GNADEN		[	RANGE Stufe  m = × 5 ft
(abrunden)	6 Spend two uses to use Lay On Hands at a distance. m = × 5 ft			
GÖTTLICHER BUND	×	VORBEREI	TETE ZAUI	BER *
Stufe WAFFE Heute				
5 beschworen			1	
Elgenschaften				
			2 000	
ZAUBER				
Zauber Zauber = Grund- + Bonuszauber Rettungs SG pro Tag = zauber CHA			3 🗆 🗆	
1 0,000				
2				
3				
4			4	
Zauber Rettungs SG = 10 + CH + Zaubergrad		DICHTE	піс шімте	D
Konzentration = CH + Zauber-	Stufe Ranged weapons used by yourself and allies within 10ft count as good-aligned for the purposes of			
sture	14 Alanged weapons used by yourself and allies within 10ff count as good-aligned for the purposes of			
HUNTER'S BLESSING Spend one use of Smite Full to grant yourself and all	HOLY CHAMPION			
Spend one use of Smite Evil to grant yourself and all Stufe allies within 10ft the benefits of Deadly Aim, Precise Shot	Increase damage reduction to 10/evil.			
and Improved Precise Shot.  This lasts for 1 minute. Evil creatures do not benefit.	Stufe On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  The effect of Smite Evil ends after this attack.			
The state of the s	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.			