

# HOSPITALER



(PALADIN)

Paladin-  
stufe

Paladin-  
stufe - 3 =

Zauber-  
stufe

## DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.  
Does not detect any other evil auras nearby.

## DIVINE GRACE

Stufe

2

CH

Bonus to all  
saving throws

## AURA

Stufe

3

### AURA OF COURAGE

Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Stufe

8

### AURA OF RESOLVE

Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

### AURA OF HEALING

Stufe

11

Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make  
an extra saving throw against curses, disease or poison.

Stufe

14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Stufe

17

Gain damage reduction 5/evil.  
Immune to compulsion effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

## DIVINE HEALTH

Stufe

3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Stufe

4

Kleriker-  
Stufe

= Paladin-  
stufe - 3

## FOKUSSIERTEN PRO TAG

Sonst. Mod.

Heute

= 3 + CH +

## ENERGIE WURF

Kleriker-  
Stufe

Sonst. Mod.

W6

= ( ÷ 2 ) +

(aufrunden)

## WILLEN RETTUNGS SG

Kleriker-  
Stufe

(aufrunden)

= 10 + ( ÷ 2 ) + CH

(abrunden)

## GÖTTLICHER BUND

Stufe

5

☐ REITTIER  
Name

☐ WAFFE

Art

☐ Heute  
beschworen

Weitere Verbesserungen

## ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CHA

1

2

3

4

Zauberrettungs SG = 10 + CH + Zaubergrad

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Gegner  
Heute

= ( ÷ 6 ) - 1 +

(aufrunden)

ANGRIFF  
BONUS

Sonst. Mod.

+

= CH +

ABLENKUNG  
BONUS

Sonst. Mod.

+ RK

= CH +

Ein erfolgreicher Angriff mit Böses niederstrecken  
umgeht jedwede Schadensreduzierung

Beim ersten niederstreckenden Angriff gegen einen bösen Externar,  
bösen Drachen oder Untoten  
wird der Bonus Böses niederstrecken verdoppelt

SCHADEN  
BONUS

Paladin-  
stufe

Sonst. Mod.

+

= +

HÖHERER SCHADEN  
BONUS

Paladin-  
stufe

Sonst. Mod.

+

= ( × 2 ) +

## HANDAUFLEGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute eingesetzt

= ( ÷ 2 ) + CH +

(abrunden)

Stufe

2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst. Mod.

W6

= ( ÷ 2 ) +

(abrunden)

GNADEN

Stufe

3

6

9

12

15

18

## VORBEREITETE ZAUBER

1

2

3

4

## HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe

20

On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  
The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.