

SHINING KNIGHT

VON



(PALADIN)

Paladin-
stufe

- 3 =

Paladin-
stufe

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.

Stufe

11

AURA OF JUSTICE

Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Stufe

17

AURA OF RIGHTEOUSNESS

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

SKILLED RIDER

Stufe

3

Take no armour check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Stufe

4

Positive Energie fokussieren verbraucht zählt als
zwei mal Handauflegen

ENERGIE
WURF

Paladin-
stufe

Sonstiges

W6

= ($\div 2$) +

(aufrunden)

WILLEN
RETTUNGS SG

Paladin-
stufe

= 10 + ($\div 2$) + CH

(abrunden)

GÖTTLICHER BUND

Stufe

5

REITTIER

Name

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

1

2

3

4

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

= CH +

Zauber-
stufe

BÖSES NIEDERSTRECKEN

GEGER
PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

= ($\div 3$) +

(aufrunden)

☐ ☐
☐ ☐

ANGRIFF
BONUS

Sonstiges

+ = CH +

ABLENKUNG
BONUS

Sonstiges

+ RK = CH +

Ein erfolgreicher Angriff mit Böses niederstrecken
umgeht jedwede Schadensreduzierung

Smiting damage bonus applies double for the
first successful strike against evil outsiders,
evil dragons and the undead.

SCHADEN
BONUS

Paladin-
stufe

Sonstiges

+ = +

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonstiges

+ = ($\times 2$) +

HANDAUFLEGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

= ($\div 2$) + CH +

(abrunden)

Heute eingesetzt

☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

W6 = ($\div 2$) +

(abrunden)

GNADEN

Stufe

3

12

6

15

9

18

VORBEREITETE ZAUBER

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

WILLEN
RETTUNGS SG

Paladin-
stufe

Stufe

11

= 10 + ($\div 2$) + CH

DURATION

Paladin-
stufe

Runden = $\div 2$

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.