

Paladin-  
stufe

Paladin-  
stufe - 3 = Zauber-  
stufe

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

Stufe <b>2</b>	<b>CH</b>	Bonus to all saving throws
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Stufe  
**3** Allies within 10ft get +4 to saves against fear effects.

**AURA OF RESOLVE**  
 Stufe 8 Immune to charm effects including magic.  
 Allies within 10ft get +4 to saves against charm effects.

Stufe	<b>AURA OF FAITH</b>
<b>14</b>	Weapons considered Good aligned for overcoming DR.

**Stufe** Gain damage reduction 5/evil.

**17** Immune to compulsion effects including magic.

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

Stufe  
3 Immune to all diseases including magic.

Stufe ☐ REITTIER ☐ WAFFE  
5 Name

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## Eigenschaften

$$\text{Zauberrettungs SG} = \text{Zauber pro Tag} + \text{Grundzauber} + \text{Bonuszauber CHA}$$

1	2	3	4	5	6	7	8	9	10
	1								
	2								
	3								
	4								

$$\text{Zauber Rettungs SG} = 10 + \text{CH} + \text{Zaubergrad}$$

Konzentration  = CH +  Zaubers-  
stufe

## VOW

**GEGNER**  
**PRO TAG**

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} \right) + \phantom{000} \text{ (aufrunden)}$$

Gegner  
 Heute

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**  $\times 2$  ) + **Sonstiges**

**Stufe 11** **POWERFUL JUSTICE**  
Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil. Allies gain the damage bonus, not the attack bonus.

$$\text{Stufe} \quad \boxed{\text{EINSETZBAR PRO TAG}} = \left( \frac{\text{Paladinstufe}}{2} \right) + \text{CH} + \text{Sonstiges} \quad (\text{abrunden}) \quad \text{Heute eingesetzt}$$

**2 HEILT HIT POINTS** Paladin-  
stufe Sonstiges

$$\boxed{\text{W6}} = \left( \quad \div 2 \right) + \quad \text{(abrunden)}$$

Stufe	<b>GNADEN</b>
<b>3</b>	<b>12</b>

## 15

## 18

Stufe **CHANNEL WRATH**  
**8** Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Order's wrath	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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.