

# DIVINE HUNTER

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

## SHARED PRECISION

Stufe

3

On hitting with a ranged attack, allies within 10ft gain the benefits of Precise Shot until your next turn.

## AURA

Stufe

8

### AURA OF CARE

Allies within 10ft (who are mobile) no longer provide cover against ranged attacks, unless they wish to.

Stufe

14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

## DIVINE HEALTH

Stufe

3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Stufe

4

Positive Energie fokussieren verbraucht zählt als zwei mal Handauflegen

ENERGIE  
WURF

Paladin-  
stufe

Sonstiges

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$$

(aufrunden)

WILLEN  
RETTUNGS SG

Paladin-  
stufe

$$= 10 + \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(abrunden)

## GÖTTLICHER BUND

Stufe

5

### WAFFE



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

$$= \text{CH} +$$

Zauber-  
stufe

## HUNTER'S BLESSING

Stufe

11

Spend one use of Smite Evil to grant yourself and all allies within 10ft the benefits of Deadly Aim, Precise Shot and Improved Precise Shot.

This lasts for 1 minute. Evil creatures do not benefit.

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonstiges

Gegner  
Heute

$$\text{Gegner PRO TAG} = \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges}$$

(aufrunden)

ANGRIFF  
BONUS

Sonstiges

$$+ \text{CH} + \text{Sonstiges}$$

ABLENKUNG  
BONUS

Sonstiges

$$+ \text{RK} = \text{CH} + \text{Sonstiges}$$

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

$$+ \text{Sonstiges}$$

HÖHERER SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

$$+ \text{Sonstiges} \times 2$$

## HANDAUFLEGEN

EINSETZBAR  
PRO TAG

Paladin-  
stufe

Sonstiges

Heute eingesetzt

$$\text{EINSETZBAR PRO TAG} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonstiges}$$

(abrunden)

Stufe

2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonstiges

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$$

(abrunden)

GNADEN

Stufe

3

12

6

15

9

18

Stufe GNADEN

6

Spend two uses to use Lay On Hands at a distance.

RANGE

Stufe

$$\text{RANGE m} = \text{Stufe} \times 5 \text{ ft}$$

## VORBEREITETE ZAUBER

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## RIGHTEOUS HUNTER

Stufe

14

Ranged weapons used by yourself and allies within 10ft count as good-aligned for the purposes of overcoming damage reduction.

## HOLY CHAMPION

Stufe

20

Increase damage reduction to 10/evil.

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.