

# UNDEAD SCOURGE

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.

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### AURA OF LIFE

Undead within 10ft take -4 penalty to will saves against  
positive energy, and do not heal from negative energy.

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### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Stufe

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

## DIVINE HEALTH

Stufe

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Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Stufe

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Positive Energie fokussieren verbraucht zählt als  
zwei mal Handauflegen

ENERGIE  
WURF

Paladin-  
stufe

Sonstiges

$$\boxed{\phantom{000}}_{W6} = \left( \phantom{00} \div 2 \right) + \phantom{000}$$

(aufrunden)

WILLEN

RETTUNGS SG

Paladin-  
stufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CH}$$

(abrunden)

## GÖTTLICHER BUND

Stufe

5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute  
beschworen

Eigenschaften

## ZAUBER

Zauber  
Rettungs SG

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CHA

	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

$$\boxed{\phantom{000}} = \text{CH} + \phantom{000}$$

Zauber-  
stufe

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonstiges

Gegner  
Heute

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(aufrunden)

☐☐  
☐☐

ANGRIFF  
BONUS

Sonstiges

$$+ \boxed{\phantom{000}} = \text{CH} + \phantom{000}$$

ABLENKUNG  
BONUS

Sonstiges

$$+ \text{RK} \boxed{\phantom{000}} = \text{CH} + \phantom{000}$$

Ein erfolgreicher Angriff mit Böses niederstrecken  
umgeht jedwede Schadensreduzierung

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

SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

HÖHERER SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## HANDAUFLEGEN

EINSETZBAR  
PRO TAG

Paladin-  
stufe

Sonstiges

Heute eingesetzt

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CH} + \phantom{000}$$

(abrunden)

☐☐☐  
☐☐☐  
☐☐☐

Stufe

2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonstiges

$$\boxed{\phantom{000}}_{W6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(abrunden)

GNADEN

Stufe

3

12

6

15

9

18

## VORBEREITETE ZAUBER

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## UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature.  
If successful, it must make a will save or be destroyed.

Stufe

11

WILLEN  
RETTUNGS SG

Paladin-  
stufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CH}$$

Undead with twice as many hit dice are unaffected.

## 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.