

WARRIOR OF THE HOLY LIGHT



VON

(PALADIN)

Paladin-
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
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.

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

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

WILLEN
RETTUNGS SG

Paladin-
stufe

(aufrunden)

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

(abunden)

GÖTTLICHER BUND

Stufe
5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute
beschworen

Eigenschaften

SHINING LIGHT

Stufe
14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /
HEALING

Paladin-
stufe

$$W6 = \frac{\text{Paladin-stufe}}{2}$$

(abunden)

REFLEX
SAVE DC

Paladin-
stufe

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

(abunden)

Stufe
17

Twice per day

Stufe
20

Thrice per day

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

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

(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

$$+ = \text{Paladin-stufe} + \text{Sonstiges}$$

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonstiges

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

HANDAUFLAGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Paladin-
stufe

Sonstiges

$$= \left(\frac{\text{Paladin-stufe}}{2} \right) + \left(\frac{\text{Paladin-stufe}}{4} \right) + \text{CH} + \text{Sonstiges}$$

(abunden) (abunden)

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

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

(abunden)

Heute eingesetzt

☐☐☐
☐☐☐
☐☐☐

GNADEN

Stufe

3

6

9

12

15

18

POWER OF FAITH

Stufe
4

Aura
Radius

30ft

Moral-
bonus

+1

Ability
Damage

Healing

Energy
Resistance

10

Avoid
Critical
Hits

25%

As a standard action create an aura affecting allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack, damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a chance to turn confirmed critical hits into normal hits.

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.