

UNDEAD SCOURGE

DER DOMÄNE



(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 LIFE

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

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

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 zwei
Anwendungen des Handauflegens

ENERGIE
WURF

Paladin-
stufe

Sonst. Mod.

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

(aufrunden)

WIL
SAVE DC

Paladin-
stufe

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

(abrunden)

GÖTTLICHER BUND

Stufe

5

☐ REITTIER

☐ WAFFE

Name

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

<input type="checkbox"/>	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

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

Zauber-
stufe

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

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

(aufrunden)

ANGRIFF
BONUS

Sonst. Mod.

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

ABLENKUNG
BONUS

Sonst. Mod.

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

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

Sonst. Mod.

$$+ \boxed{} = + $$

SCHADEN GEGEN BÖSES
BONUS

Paladin-
stufe

Sonst. Mod.

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

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

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

(abrunden)

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

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

(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

WIL
SAVE DC

Paladin-
stufe

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

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.