

SHINING KNIGHT

DER DOMÄNE



(PALADIN)

Paladin-
stufe - 3 = Zauber-
stufe

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 **14** **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

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.

SKILLED RIDER

Stufe **3** Take no armour check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Stufe **4** Positive Energie fokussieren verbraucht zwei Anwendungen des Handauflegens

ENERGIE WURF **W6** = $\left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.}$ (aufrunden)

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

GÖTTLICHER BUND

Stufe **5** **REITTIER**
Name

Art ☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber	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"/> <input type="checkbox"/> <input type="checkbox"/>
3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration **W6** = $\text{CH} + \text{Zauber-stufe}$

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG = $\left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.}$ (aufrunden)

Gegner Heute ☐☐☐☐

ANGRIFF BONUS + Sonst. Mod.

ABLENKUNG BONUS + Sonst. Mod.

Ein erfolgreicher Angriff mit Böses niederstrecken umgeht jedwede Schadensreduzierung

Beim ersten niederstreckenden Angriff gegen einen bösen Externar, bösen Drachen oder Untoten wird der Bonus Böses niederstrecken verdoppelt

SCHADEN BONUS + $\text{Paladin-stufe} + \text{Sonst. Mod.}$

HÖHERER SCHADEN BONUS + $\left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.}$

HANDAUFLEGEN

ANZAHL PRO TAG = $\left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst. Mod.}$ (abrunden)

Stufe **2** **HEILT HIT POINTS** **W6** = $\left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.}$ (abrunden)

Heute eingesetzt ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

GNADEN	Stufe 3	12
	6	15
	9	18

VORBEREITETE ZAUBER

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.
If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

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

DURATION Runden = $\frac{\text{Paladin-stufe}}{2}$

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.