

DIVINE DEFENDER

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 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.

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.

W6

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

(aufrunden)

WIL SAVE DC

Paladin-
stufe

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

(abrunden)

GÖTTLICHER BUND

Stufe

5

☐ REITTIER ☐ WAFFE ☐ RÜSTUNG
Name

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

1

2

3

4

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

$$= \text{CH} +$$

Zauber-
stufe

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

☐☐☐
☐☐☐

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

(aufrunden)

ANGRIFF BONUS

Sonst. Mod.

$$+ \text{CH} +$$

ABLENKUNG BONUS

Sonst. Mod.

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

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

Paladin-
stufe

Sonst. Mod.

$$+ = +$$

SCHADEN GEGEN BÖSES

Paladin-
stufe

Sonst. Mod.

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

HANDAUFLEGEN

ANZAHL PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

☐☐☐☐
☐☐☐☐
☐☐☐☐

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

(abrunden)

Stufe

2

HEILT HIT POINTS

Paladin-
stufe

Sonst. Mod.

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

(abrunden)

SHARED DEFENCE

Stufe

3

RK

+1

KMV

+1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

15

+3

+3

CH Runden

Duration
of bonus

Stufe

6

Bonus granted to all allies within 10ft.
Allies within range who reach lower than 0hp automatically stabilise.

Stufe

12

Bonus granted to all allies within 15ft.
Allies within range are immune to bleed damage

Stufe

18

Bonus granted to all allies within 20ft.
Allies within range gain a 25% chance to negate sneak or critical hit damage.

VORBEREITETE ZAUBER

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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.