

HOSPITALER



(PALADIN)

Paladin-
stufe

Paladin-
stufe - 3 =

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 HEALING

Spend one use of Channel Energy to create a 30ft aura.
Allies automatically stabilise and are immune to bleed.
Each round allies are healed 1hp per hit die, and may make
an extra saving throw against curses, disease or poison.

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

Kleriker-
Stufe

Paladin-
stufe - 3

FOKUSSIERTEN PRO TAG

Sonstiges

Heute

$\square = 3 + \text{CH} +$

$\square \square \square$
 $\square \square \square$
 $\square \square \square$

ENERGIE WURF

Kleriker-
Stufe

Sonstiges

$\square W6 = \left(\div 2 \right) +$

(aufrunden)

WILLEN RETTUNGS SG

Kleriker-
Stufe

(aufrunden)

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

(abrunden)

GÖTTLICHER BUND

Stufe

5

☐ REITTIER
Name

☐ WAFFE

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

\square	1	\square	$\square \square \square \square$
\square	2	\square	$\square \square \square \square$
\square	3	\square	$\square \square \square \square$
\square	4	\square	$\square \square \square \square$

Zauber Rettungs SG = 10 + CH + Zaubergrad

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

$\square = \left(\div 6 \right) - 1 +$

(aufrunden)

$\square \square \square$
 $\square \square \square$

ANGRIFF
BONUS

Sonstiges

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

ABLENKUNG
BONUS

Sonstiges

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

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

$+ \square = +$

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonstiges

$+ \square = \left(\times 2 \right) +$

HANDAUFLEGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

Heute eingesetzt

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

(abrunden)

$\square \square \square$ $\square \square \square$
 $\square \square \square$ $\square \square \square$
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Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

$\square W6 = \left(\div 2 \right) +$

(abrunden)

GNADEN

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

$\square \square \square$

$\square \square \square$

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1

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2

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3

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4

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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.