

Paladin-
stufe

Paladin-
stufe - 3 = Zauber-
stufe

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

Stufe 2	CH	Bonus to all saving throws
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Stufe
3 Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE
 Stufe 8 Immune to charm effects including magic.
 Allies within 10ft get +4 to saves against charm effects.

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

Stufe Gain damage reduction 5/evil.

17 Immune to compulsion effects including magic.

Allies within 10ft get +4 to saves against charm effects.

Stufe
3 Immune to all diseases including magic.

Stufe ☐ REITTIER ☐ WAFFE
5 Name

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Eigenschaften

$$\text{Zauberrettungs SG} = \text{Zauber pro Tag} + \text{Grundzauber} + \text{Bonuszauber CHA}$$

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$$\text{Zauber Rettungs SG} = 10 + \text{CH} + \text{Zaubergrad}$$

Konzentration = CH + Zauberstufe

VOW

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

ANGRIFF
BONUS

Sonstiges

$+$ $=$ CH $+$

ABLENKUNG
BONUS Sonstiges

+ RK = 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
+	=	+

HÖHERER SCHADEN = (**Bonus** $\times 2$) + **Sonstiges**

Stufe 11 **POWERFUL JUSTICE**
Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil. Allies gain the damage bonus, not the attack bonus.

$$\text{Stufe} \quad \boxed{} = \left(\frac{\text{Paladinstufe}}{2} \right) + \text{CH} + \text{Sonstiges} \quad (\text{abunden}) \quad \text{Heute eingesetzt}$$

2 HEILT HIT POINTS

Paladin-
stufe

Sonstiges

$$\boxed{\text{W6}} = \left(\frac{\quad}{\div 2} \right) + \quad \text{(abrunden)}$$

Stufe	GNADEN
3	12

15

18

Stufe **CHANNEL WRATH**
8 Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

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□ □ □ Wrath □ □ □

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☐ ☐ ☐ **Blessing of fervour** ☐ ☐ ☐

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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.