# PALADIN

**VON**

Paladin-stufe

Paladin-stufe **- 3 =** Zauber-stufe

RECHTSCHAFFEN · GUT · BÖSE · CHAOTISCH

## 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 fokussiern verbraucht zählt als zwei mal Handauflegen

**ENERGIE WURF**

$$\text{W6} = \left( \frac{\text{Paladinstufe}}{} \div 2 \right) + \text{Sonstiges}$$
(aufrunden)

**WILLEN RETTUNGS SG**

$$= 10 + \left( \frac{\text{Paladinstufe}}{} \div 2 \right) + \text{CH}$$
(abrunden)

## GÖTTLICHER BUND

Stufe **5** — ☐ **REITTIER**    ☐ **WAFFE**

Name

Art — ☐ Heute beschworen

Elgenschaften

## ZAUBER

| Zauber Rettungs SG | | Zauber pro Tag | = | Grund-zauber | + | Bonuszauber CHA |
|---|---|---|---|---|---|---|
| | 1 | | | | | ☐☐☐☐ |
| | 2 | | | | | ☐☐☐☐ |
| | 3 | | | | | ☐☐☐☐ |
| | 4 | | | | | ☐☐☐☐ |

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration ☐ = CH + Zauber-stufe

## BÖSES NIEDERSTRECKEN

**GEGNER PRO TAG**

$$\boxed{\phantom{0}} = \left( \frac{\text{Paladinstufe}}{} \div 3 \right) + \text{Sonstiges}$$
(aufrunden)

Gegner Heute ☐☐☐ ☐☐☐

**ANGRIFF BONUS**

$$+ \boxed{\phantom{0}} = \text{CH} + \text{Sonstiges}$$

**ABLENKUNG BONUS**

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

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**

$$+ \boxed{\phantom{0}} = \text{Paladinstufe} + \text{Sonstiges}$$

**HÖHERER SCHADEN BONUS**

$$+ \boxed{\phantom{0}} = \left( \text{Paladinstufe} \times 2 \right) + \text{Sonstiges}$$

## HANDAUFLEGEN

**EINSETZBAR PRO TAG**

$$\boxed{\phantom{0}} = \left( \frac{\text{Paladinstufe}}{} \div 2 \right) + \text{CH} + \text{Sonstiges}$$
(abrunden)

Heute eingesetzt ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Stufe **2**

**HEILT HIT POINTS**

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

## GNADEN

Stufe **3**

**6**

**9**

**12**

**15**

**18**

## VORBEREITETE ZAUBER

| ☐☐☐ | ☐☐☐ |
|---|---|
| ☐☐☐ | **1** ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | **2** ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | **3** ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | ☐☐☐ |
| ☐☐☐ | **4** ☐☐☐ |
| ☐☐☐ | ☐☐☐ |

## HOLY CHAMPION

Stufe **20**

Increase damage reduction to 10/evil.
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.