HOSPITALER

(PALADIN)

RECHTSCHAFFEN GUT / CHAOTISCH BÖSE

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

FOKUSSIEREN PRO TAG
☐ = 3 + CH + _____ Heute ☐☐☐ ☐☐☐☐☐ ☐☐☐

ENERGIE WURF
W6 = (Kleriker-Stufe ÷ 2) + Sonst. Mod. _____ **(aufrunden)**

WIL SAVE DC
☐ = 10 + (Kleriker-Stufe ÷ 2) + CH **(abrunden)**

GÖTTLICHER BUND

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

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG
☐ = (Paladin-stufe ÷ 6) - 1 + Sonst. Mod. _____ Gegner Heute ☐☐☐ ☐☐☐ **(aufrunden)**

ANGRIFF BONUS
+ ☐ = CH + Sonst. Mod. _____

ABLENKUNG BONUS
+ RK = CH + 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
+ ☐ = Paladin-stufe + Sonst. Mod. _____

SCHADEN GEGEN BÖSES BONUS
+ ☐ = (Paladin-stufe × 2) + Sonst. Mod. _____

HANDAUFLEGEN

Stufe 2

ANZAHL PRO TAG
☐ = (Paladin-stufe ÷ 2) + CH + Sonst. Mod. _____ Heute verwendet ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ **(abrunden)**

HEILT HIT POINTS
W6 = (Paladin-stufe ÷ 2) + Sonst. Mod. _____ **(abrunden)**

GNADEN

Stufe 3

Stufe 6

Stufe 9

Stufe 12

Stufe 15

Stufe 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.