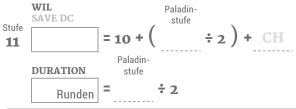
BÖSES NIEDERSTRECKEN SHINING KNIGHT DER DOMÄNE **GEGNER** Paladin-Gegnei PRO TAG stufe Sonst. Mod Paladin-Heute stufe (PALADIN) = (÷ 3 Paladin-Zauber-- 3 (aufrunden) stufe stufe **ANGRIFF** ABLENKUNG DETECT EVIL BONUS BONUS Sonst Mod Sonst Mod As a move action, detect evil in one creature or item within 60ft. + +Does not detect any other evil auras nearby **DIVINE GRACE** Ein erfolgreicher Angriff mit Böses niederstrecken Beim ersten niederstreckenden Angriff gegen einen bösen Externar. Stufe Bonus to all umgeht jedwede Schadensreduzierung bösen Drachen oder Untoten 2 saving throws wird der Bonus Böses niederstrecken verdoppelt **AURA** SCHADEN GEGEN BÖSES **SCHADEN** Paladin-**AURA OF COURAGE BONUS** stufe Sonst Mod Sonst. Mod. Stufe Immune to fear effects including magic 3 + + = (Allies within 10ft get +4 to saves against fear effects. **AURA OF RESOLVE HANDAUFLEGEN** 1 Stufe Immune to charm effects including magic. 8 ANZAHL Paladin-Allies within 10ft get +4 to saves against charm effects. Heute verwendet PRO TAG stufe Sonst. Mod Stufe Spend two uses of Smite Evil to grant allies the ability to 11 smite evil. The bonus lasts 1 minute, but must be used in Stufe (abrunden) the first round. 2 HEILT Stufe **AURA OF FAITH** Paladin-**HIT POINTS** stufe Sonst. Mod 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS W6 Stufe Gain damage reduction 5/evil. (abrunden) 17 Immune to compulsion effects including magic. **GNADEN** Allies within 10ft get +4 to saves against charm effects. Stufe **SKILLED RIDER** 3 12 Stufe Take no armour check penalty when riding 3 Mount gains the Divine Grace bonus to saving throws. 6 15 **CHANNEL POSITIVE ENERGY** 18 9 Stufe Positive Energie fokussieren verbraucht zwei 4 Anwendungen des Handauflegens VORBEREITETE ZAUBER ENERGIE Paladin-WURF Sonst. Mod. stufe 1 W6 (aufrunden) WIL Paladin-SAVE DC stufe 2 (abrunden) GÖTTLICHER BUND 3 REITTIER Stufe Name 5 Bonuszaubei Heute beschworen Weitere Verbesserungen KNIGHT'S CHARGE When charging a foe, do not provoke attacks of opportunity for you or your mount. If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked. WIL Paladin-SAVE DO **ZAUBER** Stufe Grund- + RW gegen Zauber Bonuszauber 11



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HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

20 The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.