## **DIVINE CHAMPION**

**DER DOMÄNE** 

**ARCHETYPE OF** 

Stufe

20

## DIVINE AWAKENING



## DIVINE JUDGEMENT



Once a day as a move action, spend 1rp to designate one target the enemy of your faith.

## Until the target dies or your next long rest, your weapon gains the above property to bypass DR and energy resistances. **DIVINE POWER** CONNECTION Zauber Key SAVING THROW Level Ability = 10 + [ ÷ 2] + Zauber Level CONNECTION SPELLS 3 Zauber Zauber Zauber Level Level Level 5 6 1 2 3 4 Stufe 6 10 12 14 16 18

