DER DOMÄNE Paladin-	Oath agair	nst Savagery
stufe stufe	vow vow	rist Solvetser of
Paladin- stufe - 3 = Zauber- stufe	VOW	
BÖSES ENTDECKEN	-	
as a move action, detect evil in one creature or item within 60ft.		
loes not detect any other evil auras nearby. HOLY REACH	CODE OF CONDUCT	
Stufe Spend one use of Smite Evil to extend the reach of your	Always heed the call of a comm	unity in danger from savages.
weapon by 5ft for 1 minute.		ettlement and the last to retreat.
AURA	7,000	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
AURA OF COURAGE Immune to fear effects including magic.	GEGNER Paladin-	IEDERSTRECKEN
Allies within Tutt get +4 to saves against fear effects.		Sonst. Gegner Heute
Stufe 8 Immune to charm effects including magic.	= (÷3)+_	(aufrunden)
Allies within 10tt get +4 to saves against charm effects.	ANGRIFF BONUS Sonst	ABLENKUNG BONUS Sonst.
Stufe AURA OF FAITH Weapons considered Good aligned for overcoming DR.	+ = CH +	+ RK = CH +
AURA OF RIGHTEOUSNESS		· KK - CH
Stufe Gain damage reduction 5/evil. 17 Immune to compulsion effects including magic.	Ein erfolgreicher Angriff mit Böses niederstrecken umgeht jedwede Schadensreduzierung	Beim ersten niederstreckenden Angriff gegen einen bösen bösen Drachen oder Untoten
Allies within 10ft get +4 to saves against charm effects.		wird der Bonus Böses niederstrecken verdoppelt
DIVINE HEALTH	SCHADEN Paladin- BONUS stufe Sonst.	SCHADEN GEGEN BÖSES- BONUS stufe Sonst.
Stufe Immune to all diseases including magic.	+ = +	+ = (× 2) +
CHANNEL POSITIVE ENERGY	HAN	DAUFLEGEN
Stufe Positive Energie fokussieren verbraucht zwei	ANZAHL Paladin-	Const Heute verwendet
4 Anwendungen des Handauflegens	PRO TAG stufe	50list.
NERGIE Paladin- VURF stufe Sonst.	Stufe = (÷ 2)) + CH +
W6 = (÷ 2) +	2 (abrunden)	
/II. Paladin- (aufrunden)	HEILT Paladin- HIT POINTS stufe	Sonst.
TIL Paladin- AVE DC stufe	W6 = (÷ 2	+ (abrunden)
= 10 + (÷ 2) + CH	Stufe GNADEN	
(abrunden)	3	12
GÖTTLICHER BUND Stufe REITTIER WAFFE	6	15
tufe REITTIER WAFFE	9	18
Heute		EITETE ZAUBER
beschworen	□ □ □ Deathwatch	
itere Verbesserungen		1 000
	□ □ □ Protection from arrows	
HORDEBREAKER		2 🗆 🗆 🗆
HORDEBREAKER When you hit an evil creature with an attack of		_ 2
When you hit an evil creature with an attack of tufe opportunity, deal an extra 1d6 damage.		
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA.		
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER	□□□ Hast	
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER	□□□ Hast	3
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER RW gegen Zauber Grund-Bonuszauber	Hast	3 000
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER	Hast Divine power	3 000
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER Sauber Grund- CHA	Hast Divine power	3
When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage. 11 When using Holy Reach, make extra attacks of opportunity equal to CHA. ZAUBER Sauber Grund- CHA Sauber Pro Tag Sauber CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA CHA	HOLY Increase damage reduction to 10/evil.	3