

# WARRIOR OF THE HOLY LIGHT



DER DOMÄNE

(PALADIN)

Paladin-  
stufe

## BÖSES ENTDECKEN

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 auf alle  
Rettungswürfe

## 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  
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 fokussieren verbraucht zwei  
Anwendungen des Handauflegens

ENERGIE  
WURF

Paladin-  
stufe

Sonstiges

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$$

WIL  
SG RETTUNGSWURF

Paladin-  
stufe

(aufrunden)

$$= 10 + \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(abrunden)

## GÖTTLICHER BUND

Stufe  
5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute  
beschworen

Weitere Verbesserungen

## SHINING LIGHT

Stufe  
14

Once per day, unleash a 30ft burst of pure white light,  
damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons,  
outsiders and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /  
HEALING

Paladin-  
stufe

$$W6 = \frac{\text{Paladin-stufe}}{2}$$

(abrunden)

REFLEX  
SAVE DC

Paladin-  
stufe

$$= 10 + \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(abrunden)

Stufe  
17

Zweimal pro Tag

Stufe  
20

Dreimal pro Tag

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonstiges

Gegner  
Heute

$$\text{Gegner pro Tag} = \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges}$$

(aufrunden)

☐  
☐  
☐

ANGRIFF  
BONUS

Sonstiges

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

ABLENKUNG  
BONUS

Sonstiges

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

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

Sonstiges

$$+ = \text{Paladin-stufe} + \text{Sonstiges}$$

SCHADEN GEGEN BÖSES  
BONUS

Paladin-  
stufe

Sonstiges

$$+ = \left( \frac{\text{Paladin-stufe}}{2} \right) \times 2 + \text{Sonstiges}$$

## HANDAUFLEGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Paladin-  
stufe

Sonstiges

$$\text{Anzahl pro Tag} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \left( \frac{\text{Paladin-stufe}}{4} \right) + \text{CH} + \text{Sonstiges}$$

(abrunden)

Stufe  
2

HEILT  
TREFFERPUNKTE

Paladin-  
stufe

Sonstiges

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$$

(abrunden)

Heute verwendet

☐☐☐  
☐☐☐  
☐☐☐

GNADEN

Stufe

3

6

9

12

15

18

## POWER OF FAITH

Stufe

Aura  
Radius

Moral-  
bonus

Ability  
Damage

Energy  
Resistance

Avoid  
Critical  
Hits

4

9m

+1

Healing

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

As a standard action create an aura affecting  
allies and yourself. This aura lasts for 1 minute

From level 4, gain a morale bonus to AC, attack,  
damage and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed  
critical hits into normal hits.

## HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe

20

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.