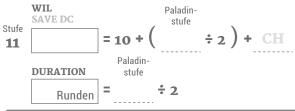
BÖSES NIEDERSTRECKEN HINING KNIGHT DER DOMÄNE **GEGNER** Paladin-Gegnei **PRO TAG** stufe Paladin-Sonst Heute stufe (PALADIN) = (÷ 3 Paladin-Zauber-- 3 = (aufrunden) stufe stufe **ANGRIFF** ABLENKUNG BÖSES ENTDECKEN BONUS BONUS Sonst Sonst As a move action, detect evil in one creature or item within 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 auf alle umgeht jedwede Schadensreduzierung bösen Drachen oder Untoten 2 Rettungswürfe wird der Bonus Böses niederstrecken verdoppelt **AURA** SCHADEN GEGEN BÖSES **SCHADEN** Paladin-**AURA OF COURAGE BONUS** stufe Sonst Sonst. 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. 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 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. stufe 1 W6 (aufrunden) WIL Paladin-SAVE DC stufe 2 (abrunden) GÖTTLICHER BUND 3 REITTIER Stufe Name 5 Art 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.

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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.