

EIDGEBUNDENER PALADIN



DER DOMÄNE

Paladin-
stufe

Paladin-
stufe - 3 = Zauber-
stufe

DETECT EVIL

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 to all
saving throws

AURA

Stufe
3

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Stufe
8

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order
to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

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

Sonst. Mod.

$$\boxed{}_{W6} = \left(\div 2 \right) + \quad (\text{aufrunden})$$

WIL SAVE DC

Paladin-
stufe

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CH} \quad (\text{abrunden})$$

GÖTTLICHER BUND

Stufe ☐ REITTIER

☐ WAFFE

5

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

	1			
	2			
	3			
	4			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

$$\boxed{} = \text{CH} + \quad \text{Zauber-
stufe}$$

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

BÖSES NIEDERSTRECKEN

GEGER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

$$\boxed{} = \left(\div 3 \right) + \quad (\text{aufrunden})$$

☐☐
☐☐

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

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

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

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

Sonst. Mod.

SCHADEN GEGEN BÖSES
BONUS

Paladin-
stufe

Sonst. Mod.

$$+ \boxed{} = + $$

$$+ \boxed{} = \left(\times 2 \right) + $$

HANDAUFLAGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

$$\boxed{} = \left(\div 2 \right) + \text{CH} + \quad (\text{abrunden})$$

☐☐☐☐
☐☐☐☐

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

$$\boxed{W6} = \left(\div 2 \right) + \quad (\text{abrunden})$$

Stufe
3

GNADEN

15

6

18

12

VORBEREITETE ZAUBER

☐☐ Resist energy

☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Detect thoughts

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Invisibility purge

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Plane shift

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

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.