OATHBOUND PALADIN

VON

Paladin-stufe

Paladin-stufe **- 3 =** Zauber-stufe

Gut · Rechtschaffen · Böse · Chaotisch

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 — 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 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 fokussiern verbraucht zählt als zwei mal Handauflegen

ENERGIE WURF

$$\boxed{}\ \text{W6} = \left(\underline{} \div 2 \right) + \underline{}\ \text{Sonstiges}$$

Paladin-stufe / Sonstiges / (aufrunden)

WILLEN RETTUNGS SG

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

Paladin-stufe / (abrunden)

GÖTTLICHER BUND

☐ **REITTIER**   ☐ **WAFFE**

Stufe 5   Name _____

Art _____   ☐ Heute beschworen

Elgenschaften _____

ZAUBER

Zauber Rettungs SG	Zauber pro Tag	=	Grund-zauber	+	Bonuszauber CHA
	1				☐☐☐☐
	2				☐☐☐☐
	3				☐☐☐☐
	4				☐☐☐☐

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration $\boxed{}$ = CH + _____ Zauber-stufe

Oathbound Paladin

VOW

_____
_____
_____

CODE OF CONDUCT

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG

$$\boxed{} = \left(\underline{} \div 3 \right) + \underline{}$$

Paladin-stufe / Sonstiges / (aufrunden) / Gegner Heute ☐☐☐ ☐☐☐

ANGRIFF BONUS

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

Sonstiges

ABLENKUNG BONUS

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

Sonstiges

Ein erfolgreicher Angriff mit Böses niederstrecken umgeht jedwede Schadensreduzierung

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

SCHADEN BONUS

$$+ \boxed{} = \underline{} + \underline{}$$

Paladin-stufe / Sonstiges

HÖHERER SCHADEN BONUS

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

Paladin-stufe / Sonstiges

HANDAUFLEGEN

EINSETZBAR PRO TAG

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

Paladin-stufe / Sonstiges / (abrunden)

Heute eingesetzt ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Stufe 2

HEILT HIT POINTS

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

Paladin-stufe / Sonstiges / (abrunden)

Stufe	GNADEN
3	12
6	15
9	18

VORBEREITETE ZAUBER

☐☐☐ True strike	☐☐☐
☐☐☐	**1** ☐☐☐
☐☐☐	☐☐☐
☐☐☐ Acute sense	☐☐☐
☐☐☐	**2** ☐☐☐
☐☐☐	☐☐☐
☐☐☐ Touch of idiocy	☐☐☐
☐☐☐	**3** ☐☐☐
☐☐☐	☐☐☐
☐☐☐ Spell immunity	☐☐☐
☐☐☐	**4** ☐☐☐
☐☐☐	☐☐☐

HOLY CHAMPION

Stufe 20

Increase damage reduction to 10/evil.

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.