

# 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

#### 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 fokussieren verbraucht zwei  
Anwendungen des Handauflegens

#### ENERGIE WURF

Paladin-  
stufe

Sonst. Mod.

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

#### WIL SAVE DC

Paladin-  
stufe

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

### GÖTTLICHER BUND

Stufe  
5

☐ REITTIER ☐ WAFFE  
Name

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

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

# Oathbound Paladin

## VOW

## CODE OF CONDUCT

## BÖSES NIEDERSTRECKEN

#### GEGNER PRO TAG

Paladin-  
stufe

Sonst. Mod.

$$= \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

Gegner  
Heute

☐☐☐  
☐☐☐

#### ANGRIFF BONUS

Sonst. Mod.

$$+ \text{CH} + \text{Sonst. Mod.}$$

#### ABLENKUNG BONUS

Sonst. Mod.

$$+ \text{RK} = \text{CH} + \text{Sonst. Mod.}$$

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.

$$+ \text{Sonst. Mod.}$$

#### SCHADEN GEGEN BÖSES

Paladin-  
stufe

Sonst. Mod.

$$+ \text{Sonst. Mod.} \quad (\text{abrunden})$$

## HANDAUFLEGEN

#### ANZAHL PRO TAG

Paladin-  
stufe

Sonst. Mod.

$$= \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst. Mod.} \quad (\text{abrunden})$$

Heute verwendet

☐☐☐☐  
☐☐☐☐

Stufe  
2

#### HEILT HIT POINTS

Paladin-  
stufe

Sonst. Mod.

$$W6 = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{abrunden})$$

Stufe  
3

#### GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zielsicherer Schlag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acute sense	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of idiocy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell immunity	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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.