

OATHBOUND PALADIN

DER DOMÄNE



Paladin-
stufe - 3 = Zauber-
stufe

Paladin-
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 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 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.

GÖTTLICHER BUND

Stufe ☐ REITTIER ☐ WAFFE
Name

Art ☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber		Zauber pro Tag	= Grund- zauber + Bonuszauber CHA
	1		<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"/>
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Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration ☐ = **CH** + Zauber-
stufe

Oath of Vengeance

VOW

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

☐ = (☐ ÷ 3) + ☐ (aufrunden)

☐☐
☐☐

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

+ ☐ = **CH** + ☐

+ **RK** = **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.

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonst. Mod.

+ ☐ = ☐ + ☐

+ ☐ = (☐ × 2) + ☐

POWERFUL JUSTICE

Stufe 11 Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute eingesetzt

Stufe ☐ = (☐ ÷ 2) + **CH** + ☐ (abrunden)

☐☐☐☐
☐☐☐☐

Stufe 2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

☐ W6 = (☐ ÷ 2) + ☐ (abrunden)

GNADEN

Stufe 3

12

6

15

9

18

CHANNEL WRATH

Stufe 8 Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

VORBEREITETE ZAUBER

☐☐☐ Wrath

☐☐☐

☐☐☐

1

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☐☐☐ Confess

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2

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☐☐☐ Blessing of fervour

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☐☐☐

3

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☐☐☐ Order's wrath

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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.