

# OATHBOUND PALADIN



VON

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 zählt als zwei mal Handauflegen

**ENERGIE WURF** **W6** =  $\left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$  (aufrunden)

**WILLEN RETTUNGS SG** =  $10 + \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$  (abunden)

## GÖTTLICHER BUND

Stufe **5** ☐ REITTIER ☐ WAFFE

Art ☐ Heute beschworen

Eigenschaften

## ZAUBER

Zauber Rettungs SG	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"/> <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"/>
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"/> <input type="checkbox"/>

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration **W6** =  $\text{CH} + \text{Zauber-stufe}$

# 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

**GEGNER PRO TAG** =  $\left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges}$  (aufrunden)  
**ANGRIFF BONUS** + **CH** = **ABLENKUNG BONUS** + **CH** + **RK**

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** + **Paladin-stufe** = **HÖHERER SCHADEN BONUS** +  $\left( \frac{\text{Paladin-stufe}}{2} \right) \times 2$  + **Sonstiges**

## HANDAUFLAGEN

**EINSETZBAR PRO TAG** =  $\left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonstiges}$  (abunden)  
**HEILT HIT POINTS** **W6** =  $\left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$  (abunden)

Stufe	GNADEN
3	15
6	18
12	

## VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist energy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b> <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"/> Detect thoughts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>2</b> <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"/> Invisibility purge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b> <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"/> Plane shift	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b> <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

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.