

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.

AURA OF RIGHTEOUSNESS

Stufe

17

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

Paladin-
stufe

Sonstiges

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

(aufrunden)

WILLEN

RETTUNGS SG

Paladin-
stufe

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

(abrunden)

GÖTTLICHER BUND

Stufe

5

☐ REITTIER

☐ WAFFE

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

<input type="checkbox"/>	1	<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"/>	3	<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"/>

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

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

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

Paladin-
stufe

Sonstiges

Gegner
Heute

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

☐☐
☐☐

ANGRIFF
BONUS

Sonstiges

ABLENKUNG
BONUS

Sonstiges

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

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

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

Sonstiges

HÖHERER SCHADEN
BONUS

Paladin-
stufe

Sonstiges

$$+ \boxed{} = + $$

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

HANDAUFLEGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

Heute eingesetzt

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

☐☐☐☐
☐☐☐☐

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

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

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.