

# OATHBOUND 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** **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 zwei Anwendungen des Handauflegens

**ENERGIE WURF** Paladin-  
stufe Sonst. Mod.  
 $\boxed{\phantom{000}} W6 = \left( \phantom{000} \div 2 \right) + \phantom{000}$   
(aufrunden)

**WILLEN RETTUNGS SG** Paladin-  
stufe  
 $\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CH}$   
(abrunden)

## GÖTTLICHER BUND

Stufe ☐ REITTIER ☐ WAFFE  
**5**

Art ☐ Heute beschworen

Weitere Verbesserungen

## ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund- zauber + Bonuszauber CHA
<input type="checkbox"/>	<b>1</b>	<input type="checkbox"/>
<input type="checkbox"/>	<b>2</b>	<input type="checkbox"/>
<input type="checkbox"/>	<b>3</b>	<input type="checkbox"/>
<input type="checkbox"/>	<b>4</b>	<input type="checkbox"/>

Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration  $\boxed{\phantom{000}} = \text{CH} + \phantom{000}$  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 Sonst. Mod.  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$  (aufrunden)  
**ANGRIFF BONUS** Sonst. Mod. **ABLENKUNG BONUS** Sonst. Mod.  
 $\boxed{+} = \text{CH} + \phantom{000}$   $\boxed{+ \text{RK}} = \text{CH} + \phantom{000}$

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.  
 $\boxed{+} = \phantom{000} + \phantom{000}$   $\boxed{+} = \left( \phantom{000} \times 2 \right) + \phantom{000}$

## HANDAUFLAGEN

**ANZAHL PRO TAG** Paladin-  
stufe Sonst. Mod. Heute eingesetzt  
 $\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{CH} + \phantom{000}$   
(abrunden)  
Stufe **2** **HEILT HIT POINTS** Paladin-  
stufe Sonst. Mod.  
 $\boxed{W6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$  (abrunden)

Stufe	GNADEN
<b>3</b>	<b>15</b>
<b>6</b>	<b>18</b>
<b>12</b>	

## VORBEREITETE ZAUBER

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