

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 PURITY**
+4 to saves against spells and effects from aberrations.
Allies within 10ft get +1 to these saves.

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.

CHANNEL POSITIVE ENERGY

Stufe **4** Positive Energie fokussieren verbraucht zählt als zwei mal Handauflegen

ENERGIE WURF Paladin-
stufe Sonstiges

WILLEN RETTUNGS SG Paladin-
stufe Sonstiges

WILLEN RETTUNGS SG = 10 + ($\div 2$) + **CH** (abunden)

GÖTTLICHER BUND

Stufe ☐ REITTIER ☐ WAFFE **5**

Art ☐ Heute beschworen

Eigenschaften

CLEANSING FLAME

Stufe **11** Spend two uses of Smite Evil to ignite your weapon with a cleansing flame for 1 minute, forcing aberrations within 20ft to take -4 to attack, and granting allies within 20ft a +2 to saving throws against aberrations.

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 ☐ = **CH** + Zauber-
stufe

Oath against Corruption

VOW

CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.
Destroy them if you can, or banish them if you cannot.

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG = ($\div 3$) + Sonstiges (aufrunden) ☐☐☐☐

ANGRIFF BONUS + **CH** + Sonstiges **ABLENKUNG BONUS** + **CH** + Sonstiges

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 = **CH** + Sonstiges **HÖHERER SCHADEN BONUS** = ($\times 2$) + Sonstiges

HANDAUFLEGEN

EINSETZBAR PRO TAG = ($\div 2$) + **CH** + Sonstiges Heute eingesetzt ☐☐☐☐☐☐☐☐☐☐☐☐

Stufe **2** **HEILT HIT POINTS** = ($\div 2$) + Sonstiges (abunden)

Stufe 3	GNADEN	12
6		15
9		18

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike	<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"/>

CAST INTO THE VOID

Stufe **20** On a successful strike with Smite Evil, aberrations may be banished to a remote place for at least a century.
On using Channel Positive Energy or Lay On Hands, heal the maximum possible.

WILLEN RETTUNGS SG = 10 + ($\div 2$) + **CH** Paladin-
stufe