

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.

PURE OF MIND

Stufe +4 bonus to saves against charm effects and figments.

Stufe

2

CH

Bonus to
Will saves

AURA

Stufe
3

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

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

$$\boxed{W6} = \left(\frac{\quad}{2} \right) + \quad \text{(aufrunden)}$$

WILLEN
RETTUNGS SG

Paladin-
stufe

$$\boxed{\quad} = 10 + \left(\frac{\quad}{2} \right) + \text{CH} \text{ (abrunden)}$$

GÖTTLICHER BUND

Stufe
5

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

	1			
	2			
	3			
	4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

$$\boxed{\quad} = \text{CH} + \quad \text{Zauber-
stufe}$$

Oath of Chastity

VOW

CODE OF CONDUCT

Never engage in a romantic relationship or a sexual act.

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

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

☐
☐
☐

ANGRIFF
BONUS

Sonstiges

ABLENKUNG
BONUS

Sonstiges

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

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

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

$$+ \boxed{\quad} = \quad + \quad$$

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

HANDAUFLEGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

Heute eingesetzt

Stufe

2

$$\boxed{\quad} = \left(\frac{\quad}{2} \right) + \text{CH} + \quad \text{(abrunden)}$$

☐☐☐
☐☐☐
☐☐☐

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

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

Stufe

3

GNADEN

12

6

15

9

18

VORBEREITETE ZAUBER

☐☐☐ True strike

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Acute sense

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Touch of idiocy

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Spell immunity

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

PURE OF BODY

Stufe

8

50% chance of reducing any sneak attack or critical hit to a normal hit.

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.