

EIDGEBUNDENER 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

AURA OF RESOLVE

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

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.

$$W6 = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

WIL
SAVE DC

Paladin-
stufe

$$= 10 + \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} \quad (\text{aufrunden})$$

GÖTTLICHER BUND

Stufe
5

☐ REITTIER ☐ WAFFE
Name

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

	1			
	2			
	3			
	4			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

=

CH

+

Zauber-
stufe

Oath of Loyalty

VOW

CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LOYAL OATH

ALLIES
PER DAY

Paladin-
stufe

Sonst. Mod.

Allies
Today

$$\text{Allies per Day} = \left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

☐☐☐
☐☐☐

CH

Bonus on all saving throws and armour class granted to chosen ally when adjacent.
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Stufe
8

When a chosen ally is struck by an enemy while adjacent,
discharge the effect to make the attack hit yourself instead.

HANDAUFLAGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

$$\text{Anzahl pro Tag} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

$$W6 = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

Stufe
3

GNADEN

12

6

15

9

18

VORBEREITETE ZAUBER

☐☐☐ Wrath

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Aid

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Helping hand

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Sending

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

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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.