

# 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

### 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

Gain evasion, but only against the breath weapon of dragons.

## GÖTTLICHER BUND

Stufe  
5

☐ REITTIER ☐ WAFFE

Name

Art ☐ Heute beschworen

Eigenschaften

## 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"/>
	3					<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 ☐ = CH + ☐ Zauber-  
stufe

# Oath against the Wyrms

VOW

## CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.  
Protect the innocent against the predation of dragons.

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonstiges

Gegner  
Heute

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \quad (\text{aufrunden})$$

☐ ☐ ☐ ☐

ANGRIFF  
BONUS

Sonstiges

ABLENKUNG  
BONUS

Sonstiges

$$+ \boxed{\phantom{00}} = \text{CH} + \phantom{00}$$

$$+ \boxed{\text{RK}} = \text{CH} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## HANDAUFLEGEN

EINSETZBAR  
PRO TAG

Paladin-  
stufe

Sonstiges

Heute eingesetzt

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CH} + \phantom{00} \quad (\text{abunden})$$

☐ ☐ ☐ ☐ ☐ ☐

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonstiges

$$\boxed{\text{W6}} = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{abunden})$$

Stufe

GNADEN

3

12

6

15

9

18

## VORBEREITETE ZAUBER

☐ ☐ Enlarge person ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Bear's endurance ☐ ☐

☐ ☐

2

☐ ☐

☐ ☐

☐ ☐ Fliegen ☐ ☐

☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Stoneskin ☐ ☐

☐ ☐

4

☐ ☐

☐ ☐

## DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Stufe

20

On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.