

EIDGEBUNDENER PALADIN



DER DOMÄNE

Paladin-
stufe

Paladin-
stufe - 3 = Zaubers-
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.

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 zwei
Anwendungen des Handauflegens

ENERGIE WURF

Paladin-
stufe

Sonst. Mod.

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

WIL SAVE DC

Paladin-
stufe

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

GÖTTLICHER BUND

Stufe
5

☐ REITTIER ☐ WAFFE

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

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

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

1			
2			
3			
4			

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

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

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

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

$$\boxed{\text{Gegner pro Tag}} = \left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

$$\boxed{+} = \text{CH} + \text{Sonst. Mod.} \quad \boxed{+} = \text{RK} = \text{CH} + \text{Sonst. Mod.}$$

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.

SCHADEN GEGEN BÖSES
BONUS

Paladin-
stufe

Sonst. Mod.

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

HANDAUFLAGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

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

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

$$\boxed{\text{Heilt Hit Points}} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{abrunden})$$

Stufe
3

GNADEN

12

6

15

9

18

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zielsicherer Schlag	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spell immunity	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CAST INTO THE VOID

On a successful strike with Smite Evil,
aberrations may be banished to a remote
place for at least a century.

Stufe
20

WIL
SAVE DC

Paladin-
stufe

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