

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

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
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.

GÖTTLICHER BUND

Stufe
5

☐ REITTIER
Name

☐ WAFFE

Bonuszauber

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+	Bonuszauber CH
	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"/>

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

Konzentration ☐ = CH + ☐ Zauber-
stufe

Oath of Vengeance

VOW

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

☐ = (☐ ÷ 3) + ☐ (aufrunden)

☐☐
☐☐

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

+ ☐ = CH + ☐

+ ☐ RK = CH + ☐

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 stufe

Sonst. Mod.

+ ☐ = ☐ + ☐

+ ☐ = (☐ × 2) + ☐

Stufe
11

POWERFUL JUSTICE

Spend one use of Smite Evil to grant allies within 10ft the ability to smite evil.
Allies gain the damage bonus, not the attack bonus.

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

Stufe ☐ = (☐ ÷ 2) + CH + ☐ (abrunden)

☐☐☐☐
☐☐☐☐

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

☐ W6 = (☐ ÷ 2) + ☐ (abrunden)

Stufe
3

GNADEN

12

6

15

9

18

Stufe
8

CHANNEL WRATH

Spend two uses of Lay On Hands to gain one extra use of Smite Evil.

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<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"/>
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HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe
20

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.