

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

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

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

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

Oath of Charity

VOW

CODE OF CONDUCT

Always offer help to good creatures who need it.
Always offer help to the poor and destitute.

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

$$\text{[Box]} = \left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

$$+ \text{[Box]} = \text{CH} + \text{Sonst. Mod.} \quad + \text{[Box]} = \text{CH} + \text{Sonst. Mod.}$$

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.

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

CHARITABLE HANDS

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute verwendet

$$\text{[Box]} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst. Mod.} \quad (\text{abrunden})$$

Stufe
2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

Heal 50% less when used on yourself
Heal 50% more when used on others
(abrunden)

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

Stufe 3 CHARITABLE MERCIES (Selected each day)

3 12

6 15

9 18

VORBEREITETE ZAUBER

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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.