

OATHBOUND PALADIN

DER DOMÄNE



Paladin-
stufe - 3 = Zauber-
stufe

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

(aufrunden)

WILLEN RETTUNGS SG Paladin-
stufe
$$\text{W6} = 10 + \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(abrunden)

GÖTTLICHER BUND

Stufe **5** ☐ REITTIER ☐ WAFFE
Name

Art ☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund-zauber + Bonuszauber CHA
1		
2		
3		
4		

Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration
$$\text{W6} = \text{CH} + \text{Zauber-stufe}$$

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.
$$\text{W6} = \left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.}$$

(aufrunden)

ANGRIFF BONUS Sonst. Mod. **ABLENKUNG BONUS** Sonst. Mod.
$$+ \text{W6} = \text{CH} + \text{Sonst. Mod.}$$

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

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. **HÖHERER SCHADEN BONUS** Paladin-
stufe Sonst. Mod.
$$+ \text{W6} = \text{Sonst. Mod.}$$

$$+ \text{W6} = \left(\text{Sonst. Mod.} \times 2 \right) + \text{Sonst. Mod.}$$

CHARITABLE HANDS

ANZAHL PRO TAG Paladin-
stufe Sonst. Mod. Heute eingesetzt
$$\text{W6} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst. Mod.}$$

(abrunden)

Stufe **2** **HEILT HIT POINTS** Paladin-
stufe Sonst. Mod. Heal 50% less when used on yourself
$$W6 = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.}$$

(abrunden) Heal 50% more when used on others

CHARITABLE MERCIES (Selected each day)

Stufe **3** **12**
6 **15**
9 **18**

VORBEREITETE ZAUBER

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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.