

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.

HOLY REACH

Stufe 2 Spend one use of Smite Evil to extend the reach of your weapon by 5ft for 1 minute.

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

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

GÖTTLICHER BUND

Stufe ☐ REITTIER ☐ WAFFE

5

Bonuszauber ☐ Heute beschworen

Weitere Verbesserungen

HORDEBREAKER

Stufe 11 When you hit an evil creature with an attack of opportunity, deal an extra 1d6 damage.
When using Holy Reach, make extra attacks of opportunity equal to CHA.

ZAUBER

RW gegen Zauber		Zauber pro Tag	= Grund-zauber + Bonuszauber CH
<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>

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

Konzentration = CH + Zauber-
stufe

Oath against Savagery

VOW

CODE OF CONDUCT

Always heed the call of a community in danger from savages.
Be the first in line to defend a settlement and the last to retreat.

BÖSES NIEDERSTRECKEN

GEGNER PRO TAG = $\left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst. Mod.}$ (aufrunden)

ANGRIFF BONUS + CH + Sonst. Mod.

ABLENKUNG BONUS + RK = CH + 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 = $\text{Paladin-stufe} + \text{Sonst. Mod.}$

SCHADEN GEGEN BÖSES = $\left(\text{Paladin-stufe} \times 2 \right) + \text{Sonst. Mod.}$

HANDAUFLAGEN

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

Stufe 2 **HEILT HIT POINTS** W6 = $\left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.}$ (abunden)

Stufe	GNADEN
3	12
6	15
9	18

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> Deathwatch	<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"/> Protection from arrows	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Divine power	<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"/>

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.