

# OATHBOUND 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.

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

WILLEN  
RETTUNGS SG

Paladin-  
stufe

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

## 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

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

# Oathbound Paladin

VOW

CODE OF CONDUCT

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Gegner  
Heute

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

ANGRIFF  
BONUS

Sonst. Mod.

ABLENKUNG  
BONUS

Sonst. Mod.

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

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.

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

## HANDAUFLAGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute eingesetzt

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

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst. Mod.

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

Stufe  
3

GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> True strike	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/>	<input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> Spell immunity	<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"/>	<input type="checkbox"/> <input type="checkbox"/>

## 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.