

# 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

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

## 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

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

# Oath of Loyalty

VOW

## CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.  
Never go back on an oath.

## LOYAL OATH

ALLIES  
PER DAY

Paladin-  
stufe

Sonst. Mod.

Allies  
Today

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

☐☐  
☐☐

CH

Bonus on all saving throws and armour class granted to chosen ally when adjacent.  
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Stufe  
8

When a chosen ally is struck by an enemy while adjacent,  
discharge the effect to make the attack hit yourself instead.

## HANDAUFLEGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute eingesetzt

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst. Mod.

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

☐☐☐  
☐☐☐

Stufe  
3

GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

☐☐☐ Wrath

☐☐☐

☐☐☐

1

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Aid

☐☐☐

☐☐☐

2

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Helping hand

☐☐☐

☐☐☐

3

☐☐☐

☐☐☐

☐☐☐

☐☐☐ Sending

☐☐☐

☐☐☐

4

☐☐☐

☐☐☐

☐☐☐

## 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.