

# 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.

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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

Gain evasion, but only against the breath weapon of dragons.

## 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

=

CH

+

Zauber-  
stufe

# Oath against the Wyrms

VOW

## CODE OF CONDUCT

Slay evil dragons, as well as other dangerous dragons. Prevent the bloodlines of other creatures from being corrupted with draconic power.  
Protect the innocent against the predation of dragons.

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Gegner  
Heute

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00} \quad (\text{aufrunden})$$

☐ ☐ ☐

ANGRIFF  
BONUS

Sonst. Mod.

ABLENKUNG  
BONUS

Sonst. Mod.

$$+ \boxed{\phantom{00}} = \text{CH} + \phantom{00}$$

$$+ \boxed{\text{RK}} = \text{CH} + \phantom{00}$$

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.

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## HANDAUFLEGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute eingesetzt

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CH} + \phantom{00} \quad (\text{abrunden})$$

☐ ☐ ☐ ☐ ☐ ☐

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst. Mod.

$$\boxed{\text{W6}} = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{abrunden})$$

Stufe  
3

GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

☐ ☐ Enlarge person ☐ ☐

☐ ☐ ☐ 1 ☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Bear's endurance ☐ ☐

☐ ☐ ☐ 2 ☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Fliegen ☐ ☐

☐ ☐ ☐ 3 ☐ ☐ ☐

☐ ☐ ☐

☐ ☐ Stoneskin ☐ ☐

☐ ☐ ☐ 4 ☐ ☐ ☐

☐ ☐ ☐

## DRAGON-SLAYING STRIKE

Increase damage reduction to 10/evil.

Stufe  
20

On using Smite Evil to successfully hit a dragon, they are subject to a single-target Holy Word, after which the smite immediately end.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.