

OATHBOUND PALADIN



DER DOMÄNE

Paladin-
stufe

Paladin-
stufe - 3 = Zauber-
stufe

DETECT UNDEAD

As a move action, detect undeath in one creature within 60ft.
Does not detect any other undead creatures nearby.

DIVINE GRACE

Stufe

2

CH

Bonus to all
saving throws

AURA

AURA OF COURAGE

Immune to fear effects including magic.

Stufe

3

Allies within 10ft get +4 to saves against fear effects.

GHOST TOUCH AURA

Armour gains the ghost touch property.

From level 9, apply to shield as well.

Stufe

8

AURA OF LIFE

+4 to save against negative levels. Allies within 10ft get
+2 against these saves.

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

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.

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

WILLEN
RETTUNGS SG

Paladin-
stufe

(aufrunden)

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

(abrunden)

Stufe

11

Channelling positive energy against the undead for
just one use of Lay On Hands.

GÖTTLICHER BUND

Stufe

5

☐ REITTIER

☐ WAFFE

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 against Undeath

VOW

CODE OF CONDUCT

Destroy all undead. Put to rest the poor souls turned against their will.
Prevent the taint of undeath from spreading to the newly dead,
blessing or burning the corpses as necessary.

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonst. Mod.

Gegner
Heute

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

(aufrunden)

ANGRIFF
BONUS

Sonst. Mod.

ABLENKUNG
BONUS

Sonst. Mod.

$$+ \text{CH} = \text{CH} + \text{RK}$$

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.

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

HANDAUFLAGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute eingesetzt

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

(abrunden)

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

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

(abrunden)

Stufe

6

GNADEN

15

12

18

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sanctify corpse	<input type="checkbox"/> <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"/> Darkvision	<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"/>
<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"/> Searing light	<input type="checkbox"/> <input type="checkbox"/> <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"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halt undead	<input type="checkbox"/> <input type="checkbox"/> <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"/>	<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.