

# OATHBOUND PALADIN



VON

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 zählt als  
zwei mal Handauflegen

ENERGIE  
WURF

Paladin-  
stufe

Sonstiges

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

WILLEN  
RETTUNGS SG

Paladin-  
stufe

(aufrunden)

$$\text{W6} = 10 + \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(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

Eigenschaften

## ZAUBER

Zauber  
Rettungs SG

Zauber  
pro Tag

= Grund-  
zauber

+ Bonuszauber  
CHA

1			
2			
3			
4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

$$\text{W6} = \text{CH} + \text{Zauber-  
stufe}$$

# 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

Sonstiges

Gegner  
Heute

$$\text{W6} = \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges}$$

(aufrunden)

ANGRIFF  
BONUS

Sonstiges

$$+ \text{W6} = \text{CH} + \text{Sonstiges}$$

ABLENKUNG  
BONUS

Sonstiges

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

Ein erfolgreicher Angriff mit Böses niederstrecken  
umgeht jedwede Schadensreduzierung

Smiting damage bonus applies double for the  
first successful strike against evil outsiders,  
evil dragons and the undead.

SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

$$+ \text{W6} = \text{Paladin-stufe} + \text{Sonstiges}$$

HÖHERER SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

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

## HANDAUFLAGEN

EINSETZBAR  
PRO TAG

Paladin-  
stufe

Sonstiges

Heute eingesetzt

$$\text{W6} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonstiges}$$

(abrunden)

Stufe

2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonstiges

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

(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

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.