

# OATHBOUND PALADIN



VON

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 PURITY

+4 to saves against spells and effects from aberrations.  
Allies within 10ft get +1 to these saves.

Stufe  
8

### AURA OF RESOLVE

Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

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

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

### WILLEN RETTUNGS SG

Paladin-  
stufe

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

## GÖTTLICHER BUND

Stufe  
5

☐ REITTIER

☐ WAFFE

Art

☐ Heute  
beschworen

Eigenschaften

## CLEANSING FLAME

Stufe  
11

Spend two uses of Smite Evil to ignite your weapon with a  
cleansing flame for 1 minute, forcing aberrations within  
20ft to take -4 to attack, and granting allies within 20ft  
a +2 to saving throws against aberrations.

## ZAUBER

Zauber  
Rettungs SG

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CHA

	1			
	2			
	3			
	4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

☐

CH

Zauber-  
stufe

# Oath against Corruption

VOW

## CODE OF CONDUCT

Hunt aberrations and do not allow them to roam freely or harm others.  
Destroy them if you can, or banish them if you cannot.

## BÖSES NIEDERSTRECKEN

GEGNER  
PRO TAG

Paladin-  
stufe

Sonstiges

Gegner  
Heute

$$\boxed{\text{Gegner pro Tag}} = \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges} \quad (\text{aufrunden})$$

ANGRIFF  
BONUS

Sonstiges

ABLENKUNG  
BONUS

Sonstiges

$$+ \boxed{\text{Angriff Bonus}} = \text{CH} + \text{Sonstiges}$$

$$+ \boxed{\text{Ablenkung Bonus}} = \text{CH} + \text{Sonstiges}$$

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

HÖHERER SCHADEN  
BONUS

Paladin-  
stufe

Sonstiges

$$+ \boxed{\text{Schaden Bonus}} = \text{Paladin-stufe} + \text{Sonstiges}$$

$$+ \boxed{\text{Höherer Schaden Bonus}} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$$

## HANDAUFLEGEN

EINSETZBAR  
PRO TAG

Paladin-  
stufe

Sonstiges

Heute eingesetzt

$$\boxed{\text{Einsetzbar pro Tag}} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonstiges} \quad (\text{abrunden})$$

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonstiges

$$\boxed{\text{Heilt Hit Points}} \text{ W6} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges} \quad (\text{abrunden})$$

Stufe  
3

GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

☐ ☐ ☐ True strike

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Acute sense

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Touch of idiocy

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐ Spell immunity

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

## CAST INTO THE VOID

On a successful strike with Smite Evil,  
aberrations may be banished to a remote  
place for at least a century.

Stufe  
20

WILLEN  
RETTUNGS SG

Paladin-  
stufe

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

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