

EIDGEBUNDENER PALADIN



DER DOMÄNE

Paladin-
stufe

Paladin-
stufe - 3 = Zauber-
stufe

BÖSES ENTDECKEN

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 auf alle
Rettungswürfe

AURA

Stufe

3

AURA OF COURAGE

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

Stufe

8

ANCHORING AURA

Evil outsiders within 20ft must pass a will save in order to use extradimensional travel.
Spend one use of Smite Evil to anchor a target within 30ft.

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.

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

Sonstiges

$$\boxed{}_{W6} = \left(\div 2 \right) + $$

(aufrunden)

WIL

SG RETTUNGSWURF

Paladin-
stufe

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CH}$$

(abrunden)

GÖTTLICHER BUND

Stufe

5

☐ REITTIER ☐ WAFFE

Art

☐ Heute
beschworen

Weitere Verbesserungen

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CH

	1			
	2			
	3			
	4			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

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

Zauber-
stufe

Oath against fiends

VOW

CODE OF CONDUCT

Never suffer an evil outsider to live if it is in your power to destroy it.
Banish those you cannot kill. Purge the evil from those possessed by fiends.

BÖSES NIEDERSTRECKEN

GEGNER

PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

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

☐☐☐
☐☐☐

ANGRIFF

BONUS

Sonstiges

ABLENKUNG

BONUS

Sonstiges

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

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

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

Sonstiges

SCHADEN GEGEN BÖSES

BONUS

Paladin-
stufe

Sonstiges

$$+ \boxed{} = + $$

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

HANDAUFLAGEN

ANZAHL

PRO TAG

Paladin-
stufe

Sonstiges

Heute verwendet

$$\boxed{} = \left(\div 2 \right) + \text{CH} + $$

☐☐☐☐
☐☐☐☐

Stufe

2

HEILT

TREFFERPUNKTE

Paladin-
stufe

Sonstiges

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

Stufe

3

GNADEN

15

6

18

12

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist energy	<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"/> Detect thoughts	<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"/> Invisibility purge	<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"/> Plane shift	<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.