

# 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 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 zwei  
Anwendungen des Handauflegens

### ENERGIE WURF

Paladin-  
stufe

Sonst.

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

### WIL SAVE DC

Paladin-  
stufe

(aufrunden)

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

## GÖTTLICHER BUND

Stufe  
5

☐ REITTIER ☐ WAFFE

Art

☐ Heute  
beschworen

Weitere Verbesserungen

## 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

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CHA

	1			
	2			
	3			
	4			

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

Konzentration  $\boxed{\text{WIL}} = \text{CH} + \text{Zauber-  
stufe}$

# 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

Sonst.

Gegner  
Heute

$$\boxed{\text{GEGNER PRO TAG}} = \left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst.} \quad (\text{aufrunden})$$

ANGRIFF  
BONUS

Sonst.

ABLENKUNG  
BONUS

Sonst.

$$\boxed{+} = \text{CH} + \text{Sonst.} \quad \boxed{+ \text{RK}} = \text{CH} + \text{Sonst.}$$

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.

SCHADEN GEGEN BÖSES  
BONUS

Paladin-  
stufe

Sonst.

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

## HANDAUFLAGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst.

Heute verwendet

$$\boxed{\text{ANZAHL PRO TAG}} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst.} \quad (\text{abunden})$$

Stufe  
2

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst.

$$\boxed{\text{HEILT HIT POINTS}} = \left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst.} \quad (\text{abunden})$$

Stufe  
3

GNADEN

12

6

15

9

18

## VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zielsicherer Schlag	<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"/> Acute sense	<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"/> Touch of idiocy	<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"/> Spell immunity	<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"/>

## 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

WIL  
SAVE DC

Paladin-  
stufe

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

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