

# 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  **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.

Stufe **17** **AURA OF RIGHTEOUSNESS**  
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.

W6 = (  ÷ 2 ) +   
(aufrunden)

**WIL SAVE DC** Paladin-  
stufe

= 10 + (  ÷ 2 ) + **CH**  
(abunden)

### GÖTTLICHER BUND

Stufe ☐ REITTIER ☐ WAFFE  
**5**

Art  ☐ Heute  
beschworen

Weitere Verbesserungen

### ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund- zauber + Bonuszauber CHA
<input type="text"/>	<b>1</b>	<input type="text"/>
<input type="text"/>	<b>2</b>	<input type="text"/>
<input type="text"/>	<b>3</b>	<input type="text"/>
<input type="text"/>	<b>4</b>	<input type="text"/>

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

Konzentration  = **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 Sonst. Gegner  
Heute

= (  ÷ 3 ) +  (aufrunden)

**ANGRIFF BONUS** Sonst. **ABLENKUNG BONUS** Sonst.

+  = **CH** +  +  = **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 Sonst. **SCHADEN GEGEN BÖSES BONUS** Paladin-  
stufe Sonst.

+  =  +  +  = (  × 2 ) +

### HANDAUFLEGEN

**ANZAHL PRO TAG** Paladin-  
stufe Sonst. Heute verwendet

= (  ÷ 2 ) + **CH** +  (abunden)

Stufe **2** **HEILT HIT POINTS** Paladin-  
stufe Sonst.

W6 = (  ÷ 2 ) +  (abunden)

Stufe **3** **GNADEN** **15**

**6** **18**

**12**

### VORBEREITETE ZAUBER

<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"/>	<b>1</b> <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"/>	<b>2</b> <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"/>	<b>3</b> <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"/>	<b>4</b> <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.