

EIDGEBUNDENER PALADIN



DER DOMÄNE

Paladin-
stufe - 3 = Zauber-
stufe

Paladin-
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 **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

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.

$W_6 = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst.}$
(aufrunden)

WIL SAVE DC

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

GÖTTLICHER BUND

Stufe 5 ☐ REITTIER ☐ WAFFE
Name

Art ☐ Heute beschworen

Weitere Verbesserungen

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund-zauber + Bonuszauber CHA
1		<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"/>
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RW gegen Zauber (SG) = 10 + CH + Zaubergrad

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

Oath of Loyalty

VOW

CODE OF CONDUCT

Keep all promises. Never make an oath or promise lightly.
Never go back on an oath.

LOYAL OATH

ALLIES PER DAY

Paladin-
stufe

Sonst.

Allies
Today

$\text{Allies per Day} = \left(\frac{\text{Paladin-stufe}}{3} \right) + \text{Sonst.}$
(aufrunden)

CH

Bonus on all saving throws and armour class granted to chosen ally when adjacent.
Lasts for one minute or until dismissed or discharged.

If the chosen ally is struck by an enemy while adjacent, discharge the effect to make an immediate attack.

Stufe 8 When a chosen ally is struck by an enemy while adjacent, discharge the effect to make the attack hit yourself instead.

HANDAUFLAGEN

ANZAHL PRO TAG

Paladin-
stufe

Sonst.

Heute verwendet

$\text{Anzahl pro Tag} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH} + \text{Sonst.}$
(abrunden)

Stufe 2

HEILT HIT POINTS

Paladin-
stufe

Sonst.

$\text{Heilt Hit Points} = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst.}$
(abrunden)

Stufe GNADEN

3

12

6

15

9

18

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrath	<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"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Helping hand	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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.