

OATHBOUND PALADIN

Oath against Corruption



Paladin-
stufe

Paladin-
stufe - 3 = Zauber-
stufe

OATH

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.

GÖTTLICHER BUND

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute
beschworen

Eigenschaften

ZAUBER

Zauber Rettungs SG		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"/>
	3					<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"/>

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration ☐ = CH + ☐ (Zauber-
stufe)

CHANNEL POSITIVE ENERGY

Positive Energie fokussieren verbraucht zählt als zwei mal Handauflegen

ENERGIE
WURF

Paladin-
stufe

Sonstiges

☐ W6 = (☐ ÷ 2) + ☐
(aufrunden)

WILLEN
RETTUNGS SG

Paladin-
stufe

☐ = 10 + (☐ ÷ 2) + CH
(abrunden)

GNADEN

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True strike		<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"/>

BÖSES NIEDERSTRECKEN

GEGNER
PRO TAG

Paladin-
stufe

Sonstiges

Gegner
Heute

☐ = (☐ ÷ 3) + ☐
(aufrunden)

☐☐
☐☐

ANGRIFF
BONUS

Sonstiges

+ ☐ = CH + ☐

ABLENKUNG
BONUS

Sonstiges

+ ☐ RK = CH + ☐

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

SCHADEN
BONUS

Paladin-
stufe

Sonstiges

+ ☐ = ☐ + ☐

Paladin-
stufe

Sonstiges

+ ☐ = (☐ × 2) + ☐

Stufe 20 **CAST INTO THE VOID**
On a successful Smite Evil hit, the target may be banished to oblivion.

WILL DC

Paladin-
stufe

☐ = 10 + (☐ ÷ 2) + CH

HANDAUFLAGEN

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

Heute eingesetzt

☐ = (☐ ÷ 2) + CH + ☐
(abrunden)

☐☐☐
☐☐☐

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

☐ W6 = (☐ ÷ 2) + ☐
(abrunden)

CLEANSING FLAME

Stufe 11 Spend two uses of Smite Evil to ignite your weapon with a blue flame for 1 minute.
Aberrations within 20 feet suffer -4 to attack allies, and allies gain +2 to certain saving throws.

SCHRIFTROLLEN

TRÄNKE