

# OATHBOUND PALADIN

## Oath of Chastity



Paladin-  
stufe

Paladin-  
stufe - 3 = Zauber-  
stufe

### OATH

Code of Conduct

Never engage in a romantic relationship  
or a sexual act.

Stufe **PURE OF MIND**

**2** +4 saves against charms and figments, +CHA to Will saves

Stufe **PURE OF BODY**

**8** 50% chance to defuse any critical hit or sneak attack

### GÖTTLICHER BUND

☐ REITTIER

☐ WAFFE

Name

Art

☐ Heute  
beschworen

Eigenschaften

### ZAUBER

Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber + Bonuszauber CHA	
<input type="text"/>	<b>1</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<b>2</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<b>3</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<b>4</b>	<input type="text"/>	<input type="text"/>	<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** =  $\left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$   
(aufrunden)

**WILLEN  
RETTUNGS SG**

Paladin-  
stufe

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

### GNADEN

### VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove fear	<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"/> <input type="checkbox"/> Confess	<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"/> <input type="checkbox"/> Heroism	<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"/> <input type="checkbox"/> Freedom of Movement	<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"/>

### BÖSES NIEDERSTRECKEN

**GEGNER  
PRO TAG**

Paladin-  
stufe

Sonstiges

Gegner  
Heute

=  $\left( \frac{\text{Paladin-stufe}}{3} \right) + \text{Sonstiges}$   
(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

+

**HÖHERER SCHADEN  
BONUS**

Paladin-  
stufe

Sonstiges

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

### HANDAUFLAGEN

**EINSETZBAR  
PRO TAG**

Paladin-  
stufe

Sonstiges

Heute eingesetzt

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

**HEILT  
HIT POINTS**

Paladin-  
stufe

Sonstiges

**W6** =  $\left( \frac{\text{Paladin-stufe}}{2} \right) + \text{Sonstiges}$   
(abrunden)

### SCHRIFTROLLEN

### TRÄNKE