

Oath of Charity

Paladin-
stufePaladin-
stufe - 3 = Zauber-
stufe

OATH

Code of Conduct

Always offer to help good creatures who need it. Always offer to help the poor and destitute.

ZAUBER

Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber + Bonuszauber CHA	
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<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
WURFPaladin-
stufe

Sonstiges

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

(aufrunden)

WILLEN
RETTUNGS SGPaladin-
stufe
$$\text{W6} = 10 + \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{CH}$$

(abrunden)

GNADEN

VORBEREITETE ZAUBER

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic stone		<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"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<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 TAGPaladin-
stufe

Sonstiges

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

(aufrunden)

ANGRIFF
BONUS

Sonstiges

$$+ \text{Angriff Bonus} = \text{CH} + \text{Sonstiges}$$
ABLENKUNG
BONUS

Sonstiges

$$+ \text{Ablenkung Bonus} = \text{CH} + \text{Sonstiges}$$

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
BONUSPaladin-
stufe

Sonstiges

$$+ \text{Schaden Bonus} = \text{Paladin-stufe} + \text{Sonstiges}$$
HÖHERER SCHADEN
BONUSPaladin-
stufe

Sonstiges

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

CHARITABLE HANDS

EINSETZBAR
PRO TAGPaladin-
stufe

Sonstiges

Heute eingesetzt

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

(abrunden)

BASIC HEALING
HIT POINTSPaladin-
stufe

Sonstiges

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

(abrunden)

Charitable hands grants ½ × healing to yourself, but 1½ × healing to others.

SCHRIFTRÖLLEN

TRÄNKE