HOLY TACTICIAN	WEAL'S CHAMPION
OF Paladin Level (PALADIN) Paladin Contar	USES Paladin Level DURATION Paladin Level  = ÷3 (Round up) rds = ÷2 (Round down)
Level — 3 = Level DETECT EVIL  As a move action, detect evil in one creature or item within 60	Today DODD Expired DODDD Paladin BONUS Misc BONUS Level
Does not detect any other evil auras nearby.  DIVINE GRACE	+ = CHA + = ÷ 2 (Round down
2 CHA Bonus to all saving throws	On a successful hit, non-evil allies within 30ft gain this bonus for 1 round:  ATTACK  DAMAGE  Paladin
Level Teamwork feat Sh	BONUS $+$ $=$ $CHA \div 2$ (Round down) $+$ $=$ $+$ $+$ $+$ $+$ $+$ $+$
7	Level 11 Spend two uses of Weal's Championto make its bonus to allies last until the enemy is slain, or the Paladin is rendered unconscious.
15	Level MASTERFUL PRESENCE  20 Critical hits made by allies affected by Weal's Champion are automatically confirmed.
19	LAY ON HANDS
BATTLEFIELD PRESENCE  Grant one feat to all allies within 30ft. Change as a swift action	USES Paladin Level Misc Uses Today  = ( ÷ 2) + CHA +
Level MASTERFUL PRESENCE 20 Grant a different feat to each ally.  CHANNEL POSITIVE ENERGY	Level (Round down)  2 HEALING Paladin HIT POINTS Level Misc
Level Channeling positive energy uses up two of today's uses of Lay On Hands.	$d6 = \begin{pmatrix} \vdots & \vdots & \vdots \\ & \vdots & \vdots \\ & & \vdots \\ & & & \vdots \\ & & & &$
ENERGY Paladin Level	MERCIES Level 3
WILL Paladin SAVE DC Level	6
= 10 + ( ÷ 2 ) + CE	A 9 12
GUIDE THE BATTLE	15
Level Once per round as a move action, direct your allies.  Allies within 30ft may take a 5ft step as a free action which does not provoke attacks of opportunity.	18
Level	PREPARED SPELLS
15 Free 5ft step may be through difficult terrain.  AURA	
Level AURA OF FAITH  14 Weapons considered Good aligned for overcoming DF	
AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	
17 Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effect	
SPELLS	
Spell Spells Base Bonus Spe	
Save DC per day Spells CHA	
2	
3	4
4	
Spell Save DC = 10 + CHA + Spell Level	