

HOLY TACTICIAN

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

DIVINE GRACE

Level 2

CHA

Bonus to all saving throws

TACTICAL ACUMEN

Level 3

Teamwork feat

Shared

7

11

15

19

BATTLEFIELD PRESENCE

Grant one feat to all allies within 30ft. Change as a swift action.

Level 20

MASTERFUL PRESENCE

Grant a different feat to each ally.

CHANNEL POSITIVE ENERGY

Level 4

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Paladin Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{Round up})$$

WILL SAVE DC

Paladin Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA} \quad (\text{Round down})$$

GUIDE THE BATTLE

Level 8

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.

Level 15

Free 5ft step may be through difficult terrain.

AURA

Level 14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level 17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

Allies within 10ft get +4 to saves against charm effects.

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Spell Save DC = 10 + CHA + Spell Level

WEAL'S CHAMPION

USES PER DAY

Paladin Level

$$\boxed{} = \frac{}{} \div 3 \quad (\text{Round up})$$

Today □ □ □ □ □

DURATION

Paladin Level

$$\boxed{} \text{ rds} = \frac{}{} \div 2 \quad (\text{Round down})$$

Expired □ □ □ □ □ □ □ □

ATTACK BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

DAMAGE BONUS

Paladin Level

$$\boxed{} = \frac{}{} \div 2 \quad (\text{Round down})$$

On a successful hit, non-evil allies within 30ft gain this bonus for 1 round:

ATTACK BONUS

DAMAGE BONUS

Paladin Level

$$+ \boxed{} = \frac{\text{CHA}}{} \div 2 \quad (\text{Round down}) \quad + \boxed{} = 1 + \left(\frac{}{} \div 5 \right)$$

WEAL'S WRATH

Level 11

Spend two uses of Weal's Champion to make its bonus to allies last until the enemy is slain, or the Paladin is rendered unconscious.

MASTERFUL PRESENCE

Level 20

Critical hits made by allies affected by Weal's Champion are automatically confirmed.

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + \quad (\text{Round down})$$

□ □ □ □ □ □ □ □ □ □

Level 2

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + \quad (\text{Round down})$$

MERCIES

Level 3

6

9

12

15

18

PREPARED SPELLS

□ □ □		□ □ □
□ □ □	1	□ □ □
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□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □