

# 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

Teamwork feat

Shared

3

7

11

15

19

## BATTLEFIELD PRESENCE

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

Level

MASTERFUL PRESENCE

20

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

$$\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Round up)

WILL SAVE DC

Paladin Level

$$\boxed{\phantom{00}} = 10 + \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA}$$

(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

$$\boxed{\phantom{00}} = \frac{\phantom{00}}{\phantom{00}} \div 3 \quad (\text{Round up})$$

Today ☐☐☐☐☐☐

DURATION

Paladin Level

$$\boxed{\phantom{00}} \text{ rds} = \frac{\phantom{00}}{\phantom{00}} \div 2 \quad (\text{Round down})$$

Expired ☐☐☐☐☐☐☐☐

ATTACK BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

DAMAGE BONUS

Paladin Level

$$\boxed{\phantom{00}} = \frac{\phantom{00}}{\phantom{00}} \div 2 \quad (\text{Round down})$$

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

ATTACK BONUS

DAMAGE BONUS

Paladin Level

$$+ \boxed{\phantom{00}} = \frac{\text{CHA}}{\phantom{00}} \div 2 \quad (\text{Round down}) \quad + \boxed{\phantom{00}} = 1 + \left( \frac{\phantom{00}}{\phantom{00}} \div 5 \right)$$

## 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

$$\boxed{\phantom{00}} = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \text{CHA} + \phantom{00}$$

☐☐☐☐☐☐☐☐☐☐

Level

2

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{\phantom{00}} d6 = \left( \frac{\phantom{00}}{\phantom{00}} \div 2 \right) + \phantom{00}$$

(Round down)

## MERCIES

Level

3

6

9

12

15

18

## PREPARED SPELLS

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