

HOLY TACTICIAN

DER DOMÄNE



(PALADIN)

Paladin-
stufe - 3 =

Paladin-
stufe

Zauber-
stufe

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

Stufe

2

CH

Bonus to all
saving throws

TACTICAL ACUMEN

Stufe

3

Teamwork feat

Shared

7

11

15

19

BATTLEFIELD PRESENCE

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

Stufe

20

MASTERFUL PRESENCE

Grant a different feat to each ally.

CHANNEL POSITIVE ENERGY

Stufe

4

Positive Energie fokussieren verbraucht zwei
Anwendungen des Handauflegens

ENERGIE
WURF

Paladin-
stufe

Sonst. Mod.

$$W6 = \left(\frac{\text{Paladin-stufe}}{2} \right) + \text{Sonst. Mod.} \quad (\text{aufrunden})$$

WILLEN
RETTUNGS SG

Paladin-
stufe

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

GUIDE THE BATTLE

Stufe

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.

Stufe

15

Free 5ft step may be through difficult terrain.

AURA

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

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

ZAUBER

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

	1			
	2			
	3			
	4			

Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration

$$= \text{CH} +$$

Zauber-
stufe

WEAL'S CHAMPION

ANZAHL
PRO TAG

Paladin-
stufe

$$\text{Heute } \square\square\square\square\square = \frac{\text{Paladin-stufe}}{3} \quad (\text{aufrunden})$$

DURATION

Paladin-
stufe

$$\text{Runden} = \frac{\text{Paladin-stufe}}{2} \quad (\text{aufrunden})$$

Expired $\square\square\square\square\square\square\square\square$

ANGRIFF
BONUS

Sonst. Mod.

$$+ \text{CH} +$$

SCHADEN
BONUS

Paladin-
stufe

$$= \frac{\text{Paladin-stufe}}{2} \quad (\text{aufrunden})$$

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

ANGRIFF
BONUS

SCHADEN
BONUS

Paladin-
stufe

$$+ \text{CH} \div 2 \quad (\text{aufrunden}) \quad + 1 + \left(\frac{\text{Paladin-stufe}}{5} \right)$$

Stufe

11

WEAL'S WRATH

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.

Stufe

20

MASTERFUL PRESENCE

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

HANDAUFLEGEN

ANZAHL
PRO TAG

Paladin-
stufe

Sonst. Mod.

Heute eingesetzt

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

$\square\square\square\square\square\square\square\square$

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

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

(aufrunden)

GNADEN

Stufe

3

6

9

12

15

18

VORBEREITETE ZAUBER

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