

# HOLY TACTICIAN

OF



(PALADIN)

Уровень Паладина - 3 =

Уровень Паладина

Уровень Заклинателя

## 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

Уровень **CHA** Bonus to all saving throws

## TACTICAL ACUMEN

Уровень Teamwork feat

Shared

3

7

11

15

19

## BATTLEFIELD PRESENCE

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

Уровень **MASTERFUL PRESENCE** 20 Grant a different feat to each ally.

## CHANNEL POSITIVE ENERGY

Уровень 4 Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Уровень Паладина

Прочее

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Округлять вверх})$$

WILL SAVE DC

Уровень Паладина

(Округлять к меньшему)

## GUIDE THE BATTLE

Уровень 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.

Уровень 15 Free 5ft step may be through difficult terrain.

## AURA

Уровень **AURA OF FAITH**

14 Weapons considered Good aligned for overcoming DR.

## AURA OF RIGHTEOUSNESS

Уровень Gain damage reduction 5/evil.

17 Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.

## Заклинания

| КС спасброска | Заклинаний в день | Базовых заклинаний | Bonus Spells CHA |
|---------------|-------------------|--------------------|------------------|
|               | 1                 |                    | □ □ □ □          |
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|               | 3                 |                    | □ □ □ □          |
|               | 4                 |                    | □ □ □ □          |

КС спаса заклинания = 10 + CHA + Уровень заклятия

Концентрация  $\boxed{\phantom{00}} = \text{CHA} + \text{Уровень Заклинателя}$

# WEAL'S CHAMPION

USES PER DAY

Уровень Паладина

DURATION

Уровень Паладина

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{Округлять вверх}) \quad \boxed{\phantom{00}} \text{ rds} = \phantom{00} \div 2 \quad (\text{Округлять к меньшему})$$

Today □ □ □ □ □ Exired □ □ □ □ □ □ □ □

ATTACK BONUS

Прочее

DAMAGE BONUS

Уровень Паладина

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00} \quad \boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Округлять к меньшему})$$

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

ATTACK BONUS

DAMAGE BONUS

Уровень Паладина

$$+ \boxed{\phantom{00}} = \text{CHA} \div 2 \quad (\text{Округлять к меньшему}) \quad + \boxed{\phantom{00}} = 1 + \left( \phantom{00} \div 5 \right)$$

## WEAL'S WRATH

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

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

## LAY ON HANDS

USES PER DAY

Уровень Паладина

Прочее

Использовано сегодня

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CHA} + \phantom{00} \quad (\text{Округлять к меньшему})$$

Уровень

HEALING HIT POINTS

Уровень Паладина

Прочее

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Округлять к меньшему})$$

## MERCIES

Уровень

3

6

9

12

15

18

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

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