

HOLY TACTICIAN



DEL

(PALADIN)

Liv
del Paladino

- 3 =

Liv
del Paladino

Livello
incantatore

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

Livello
2

CAR

Bonus to all
saving throws

TACTICAL ACUMEN

Livello
3

Teamwork feat

Shared

7

11

15

19

BATTLEFIELD PRESENCE

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

Livello
20

MASTERFUL PRESENCE

Grant a different feat to each ally.

CHANNEL POSITIVE ENERGY

Livello
4

Incanalare energia positiva consuma 2 usi della capacità di Imposizione delle mani

TIRO
ROLL

Liv
del Paladino

Altro

$$\boxed{}_{d6} = \left(\div 2 \right) + \quad (\text{per eccesso})$$

VOLONTÀ
CD SALVEZZA

Liv
del Paladino

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CAR} \quad (\text{Arrotondato per difetto})$$

GUIDE THE BATTLE

Livello
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.

Livello
15

Free 5ft step may be through difficult terrain.

AURA

Livello
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Livello
17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

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

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione = CAR + Livello
incantatore

WEAL'S CHAMPION

USI
PER DAY

Liv
del Paladino

$$\boxed{} = \div 3 \quad (\text{per eccesso})$$

Oggi

DURATION

Liv
del Paladino

$$\boxed{}_{r} = \div 2 \quad (\text{Arrotondato per difetto})$$

Expired

ATTACCO
BONUS

Altro

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

DANNI
BONUS

Liv
del Paladino

$$\boxed{} = \div 2 \quad (\text{Arrotondato per difetto})$$

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

ATTACCO
BONUS

DANNI
BONUS

Liv
del Paladino

$$+ \boxed{} = \text{CAR} \div 2 \quad (\text{Arrotondato per difetto})$$

$$+ \boxed{} = 1 + \left(\div 5 \right)$$

WEAL'S WRATH

Livello

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

Livello

20

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

IMPOSIZIONE DELLE MANI

USI
PER DAY

Liv
del Paladino

Altro

$$\boxed{} = \left(\div 2 \right) + \text{CAR} + $$

(Arrotondato per difetto)

Usi oggi



Livello
2

GUARIRE
HIT POINTS

Liv
del Paladino

Altro

$$\boxed{}_{d6} = \left(\div 2 \right) + $$

(Arrotondato per difetto)

INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

1

2

3

4