

# HOLY TACTICIAN

OF



(PALADIN)

Nível de  
Paladino - 3 =

Nível de  
Paladino

Conjurador  
Nível

## 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

Nível  
2

CAR

Bonus to all  
saving throws

## TACTICAL ACUMEN

Nível  
3

Teamwork feat

Shared

7

11

15

19

## BATTLEFIELD PRESENCE

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

Nível  
20

## MASTERFUL PRESENCE

Grant a different feat to each ally.

## CHANNEL POSITIVE ENERGY

Nível  
4

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

## ENERGIA ROLAGEM

Nível de  
Paladino

Outros

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Arredonda para Cima})$$

## VONTADE CD DE RESISTÊNCIA

Nível de  
Paladino

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR} \quad (\text{Arredonda para Baixo})$$

## GUIDE THE BATTLE

Nível  
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.

Nível  
15

Free 5ft step may be through difficult terrain.

## AURA

Nível  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Nível  
17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

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

## MAGIAS

Teste de  
Resistência CD

Magias  
por dia

=

Base  
Magia

+

Bonus Spells  
CHA

	1					
	2					
	3					
	4					

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração

$\boxed{\phantom{00}}$

= CAR +

Conjurador  
Nível

# WEAL'S CHAMPION

USOS  
PER DAY

Nível de  
Paladino

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{Arredonda para Cima})$$

Today ☐ ☐ ☐ ☐ ☐ ☐

DURATION

Nível de  
Paladino

$$\boxed{\phantom{00}} \text{ rds} = \phantom{00} \div 2 \quad (\text{Arredonda para Baixo})$$

Expired ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK  
BONUS

Outros

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

DAMAGE  
BONUS

Nível de  
Paladino

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Arredonda para Baixo})$$

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

ATTACK  
BONUS

DAMAGE  
BONUS

Nível de  
Paladino

$$+ \boxed{\phantom{00}} = \text{CAR} \div 2 \quad (\text{Arredonda para Baixo})$$

$$+ \boxed{\phantom{00}} = 1 + \left( \phantom{00} \div 5 \right)$$

Nível  
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.

Nível  
20

## MASTERFUL PRESENCE

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

## LAY ON HANDS

USOS  
PER DAY

Nível de  
Paladino

Outros

Hoje

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

(Arredonda para Baixo)



Nível  
2

HEALING  
HIT POINTS

Nível de  
Paladino

Outros

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

(Arredonda para Baixo)

## MERCIES

Nível  
3

6

9

12

15

18

## MAGIAS PREPARADAS

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