

HOLY TACTICIAN



DEL
(PALADIN)
Liv del Paladino - 3 = 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	Teamwork feat	Shared
3		
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

$$\text{d6} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotond.per eccesso)

CD Salvezza

$$= 10 + \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR}$$

(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.

Livello 17 **AURA OF RIGHTEOUSNESS**
Gain damage reduction 5/evil.
Allies within 10ft get +4 to saves against charm effects.

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
	1					
	2					
	3					
	4					

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

Concentrazione $\text{d6} = \text{CAR} + \text{Livello incantatore}$

WEAL'S CHAMPION

USI

$$\text{DEB DAY} = \left(\frac{\text{Liv del Paladino}}{3} \right) \div 3$$

Oggi ☐ ☐ ☐ ☐ ☐ ☐

DURATION

$$\text{rds} = \left(\frac{\text{Liv del Paladino}}{2} \right) \div 2$$

Expired ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

BONUS

$$\text{BONUS} + \text{CAR} = \text{Altro}$$

BONUS

$$\text{BONUS} = \left(\frac{\text{Liv del Paladino}}{2} \right) \div 2$$

(Arrotondato per difetto)

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

BONUS

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

(Arrotondato per difetto)

BONUS

$$\text{BONUS} + 1 = \left(\frac{\text{Liv del Paladino}}{5} \right) \div 5$$

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

$$\text{DEB DAY} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{CAR} + \text{Altro}$$

(Arrotondato per difetto)

Livello 2

GUARIRE HIT POINTS

$$\text{d6} = \left(\frac{\text{Liv del Paladino}}{2} \right) + \text{Altro}$$

(Arrotondato per difetto)

Usi oggi



INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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