

HOLY TACTICIAN



DE

(PALADIN)

Nivel de
Paladín - 3 =

Nivel de
Paladín

Nivel de
Lanzador

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

Nivel
2

CAR

Bonus to all
saving throws

TACTICAL ACUMEN

Nivel
3

Teamwork feat

Shared

7

11

15

19

BATTLEFIELD PRESENCE

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

Nivel
20

MASTERFUL PRESENCE

Grant a different feat to each ally.

CHANNEL POSITIVE ENERGY

Nivel
4

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA
ROLL

Nivel de
Paladín

Misc

$$\boxed{} d6 = \left(\frac{}{2} \right) + \quad (\text{Redondear arriba})$$

CD SALV
VOLUNTAD

Nivel de
Paladín

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR} \quad (\text{Redondear abajo})$$

GUIDE THE BATTLE

Nivel
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.

Nivel
15

Free 5ft step may be through difficult terrain.

AURA

Nivel
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Nivel
17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

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

CONJUROS

CD Salv de Conjuros		Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales CAR
	1			□ □ □ □
	2			□ □ □ □
	3			□ □ □ □
	4			□ □ □ □

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración

$$\boxed{} = \text{CAR} + \quad \text{Nivel de Lanzador}$$

WEAL'S CHAMPION

USOS
PER DAY

Nivel de
Paladín

$$\boxed{} = \frac{}{3} \quad (\text{Redondear arriba})$$

Hoy □ □ □ □ □

Duración

Nivel de
Paladín

$$\boxed{\text{turnos}} = \frac{}{2} \quad (\text{Redondear abajo})$$

Expired □ □ □ □ □ □ □ □

BONUS
BONUS

Misc

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

BONUS
BONUS

Nivel de
Paladín

$$\boxed{} = \frac{}{2} \quad (\text{Redondear abajo})$$

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

BONUS
BONUS

BONUS
BONUS

Nivel de
Paladín

$$+ \boxed{} = \frac{\text{CAR}}{2} \quad (\text{Redondear abajo}) \quad + \boxed{} = 1 + \left(\frac{}{5} \right)$$

WEAL'S WRATH

Nivel

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

Nivel

20

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

$$\boxed{} = \left(\frac{}{2} \right) + \text{CAR} + \quad (\text{Redondear abajo})$$

Nivel

2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

$$\boxed{} d6 = \left(\frac{}{2} \right) + \quad (\text{Redondear abajo})$$

Usos Hoy



MISERICORDIAS

Nivel

3

6

9

12

15

18

CONJUROS PREPARADOS

□ □ □		□ □ □
□ □ □	1	□ □ □
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□ □ □	2	□ □ □
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□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □