HOLY TACTICIAN

DE

(PALADIN)

Niveau de Paladin - 3 = Niveau de Lanceur de Sort

Niveau de Paladin

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

Niveau 2 — CHA — Bonus to all saving throws

TACTICAL ACUMEN

Niveau	Teamwork feat	Shared
3		☐
7		☐
11		☐
15		☐
19		☐

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

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

CHANNEL POSITIVE ENERGY

Niveau 4 — Concentrer l'energie positive utilise deux utilisations quotidiennes d'Imposition des Mains

ENERGIE
JET

[ ] d6 = ([ ] ÷ 2) + [ ]
(arrondi au supérieur)

VOLONTE
SAVE DC

[ ] = 10 + ([ ] ÷ 2) + CHA
(arrondi à l'inférieur)

GUIDE THE BATTLE

Niveau 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.

Niveau 15 — Free 5ft step may be through difficult terrain.

AURA

Niveau 14 **AURA OF FAITH**
Weapons considered Good aligned for overcoming DR.

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

SORTS

Sort DD sauvegarde		Sorts par jour	= Base Sorts	+ Sorts supplémentaires CHA
	1			☐☐☐☐
	2			☐☐☐☐
	3			☐☐☐☐
	4			☐☐☐☐

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration [ ] = CHA + [ ] Niveau de Lanceur de Sort

WEAL'S CHAMPION

UTILISATIONS PAR JOUR
[ ] = [ ] ÷ 3 (arrondi au supérieur)
Niveau de Paladin

Aujourd'hui ☐☐☐☐☐☐

DURATION
[ ] trs = [ ] ÷ 2 (arrondi à l'inférieur)
Niveau de Paladin

Expired ☐☐☐☐☐☐☐☐☐☐

ATTAQUE BONUS
[+] = CHA + [ ]
Divers

DOMMAGES BONUS
[ ] = [ ] ÷ 2 (arrondi à l'inférieur)
Niveau de Paladin

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

ATTAQUE BONUS
[+] = CHA ÷ 2 (arrondi à l'inférieur)

DOMMAGES BONUS
[+] = 1 + ([ ] ÷ 5)
Niveau de Paladin

Niveau 11 **WEAL'S WRATH**
Spend two uses of Weal's Championto make its bonus to allies last until the enemy is slain, or the Paladin is rendered unconscious.

Niveau 20 **MASTERFUL PRESENCE**
Critical hits made by allies affected by Weal's Champion are automatically confirmed.

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR
[ ] = ([ ] ÷ 2) + CHA + [ ]
Niveau de Paladin — Divers
(arrondi à l'inférieur)

Utilisations aujourd'hui ☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐ ☐☐☐

Niveau 2 **SOINS HIT POINTS**
[ ] d6 = ([ ] ÷ 2) + [ ]
Niveau de Paladin — Divers
(arrondi à l'inférieur)

GRACE

Niveau	
3	
6	
9	
12	
15	
18	

SORTS PREPARES

☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐