

HOLY TACTICIAN



DEL

(PALADIN)

Livello da Paladino - 3 =

Livello da 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.

GRAZIA DIVINA

Livello 2

CAR

Bonus a tutti i tiri salvezza

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 MASTERFUL PRESENCE

20 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 ENERGIA

Livello da Paladino

Varie

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

VOLONTÀ CD SALVEZZA

Livello da Paladino

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

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 AURA OF FAITH

14 Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Livello Gain damage reduction 5/evil.

17 Immune ad effetti di compulsione, anche magici.

Gli alleati entro 3m ottengono +4 ai TS contro charme.

INCANTESIMI

CD salvezza incantesimi		Incantesimi al giorno	Incantesimi Base	Inc. bonus CAR
	1			□ □ □ □
	2			□ □ □ □
	3			□ □ □ □
	4			□ □ □ □

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

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

WEAL'S CHAMPION

USI AL GIORNO

Livello da Paladino

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

Oggi □ □ □ □ □

DURATION

Livello da Paladino

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

Expired □ □ □ □ □ □ □ □

ATTACCO BONUS

Varie

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

DANNI BONUS

Livello da Paladino

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

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

ATTACCO BONUS

DANNI BONUS

Livello da Paladino

$$+ \boxed{} = \text{CAR} \div 2 \quad (\text{per difetto}) \quad + \boxed{} = 1 + \left(\div 5 \right)$$

WEAL'S WRATH

Livello 11 Spend two uses of Weal's Championto 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 AL GIORNO

Livello da Paladino

Varie

Usi giornalieri

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

(per difetto)

□ □ □ □ □ □ □ □

Livello

2

GUARIRE PUNTI FERITA

Livello da Paladino

Varie

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

(per difetto)

INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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