

# 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.

## CANALIZAR ENERGÍA POSITIVA

Nivel 4

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

TIRADA ROLL

Nivel de Paladín

Misc

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Redondear hacia arriba})$$

CD SALV VOLUNTAD

Nivel de Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR} \quad (\text{Redondear hacia abajo})$$

## 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	Conjueros al Día	Conjueros Base	Conjueros Adicionales CAR
1			
2			
3			
4			

CD Salv de Conjuero = 10 + CAR + Nivel de Conjuero

Concentración

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

Nivel de Lanzador

# WEAL'S CHAMPION

USOS PER DAY

Nivel de Paladín

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{Redondear hacia arriba})$$

Hoy ☐☐☐☐☐☐

Duración

Nivel de Paladín

$$\boxed{\phantom{00}} \text{ turnos} = \phantom{00} \div 2 \quad (\text{Redondear hacia abajo})$$

Expired ☐☐☐☐☐☐☐☐

BONUS BONUS

Misc

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

BONUS BONUS

Nivel de Paladín

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Redondear hacia abajo})$$

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

BONUS BONUS

BONUS BONUS

Nivel de Paladín

$$+ \boxed{\phantom{00}} = \text{CAR} \div 2 \quad (\text{Redondear hacia abajo}) \quad + \boxed{\phantom{00}} = 1 + \left( \phantom{00} \div 5 \right)$$

## 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

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

Nivel 2

CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

$$\boxed{\phantom{00}} d6 = \left( \phantom{00} \div 2 \right) + \phantom{00} \quad (\text{Redondear hacia abajo})$$

Usos Hoy



## MISERICORDIAS

Nivel 3

6

9

12

15

18

## CONJUROS PREPARADOS

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