

# HOLY TACTICIAN

DER DOMÄNE



(PALADIN)

Paladin-  
stufe - 3 =

Paladin-  
stufe

Zauber-  
stufe

## BÖSES ENTDECKEN

As a move action, detect evil in one creature or item within 60ft.  
Does not detect any other evil auras nearby.

## DIVINE GRACE

Stufe  
2

CH

Bonus auf alle  
Rettungswürfe

## TACTICAL ACUMEN

Stufe

Teamwork feat

Shared

3

7

11

15

19

## BATTLEFIELD PRESENCE

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

Stufe

MASTERFUL PRESENCE

20

Grant a different feat to each ally.

## CHANNEL POSITIVE ENERGY

Stufe

4

Positive Energie fokussieren verbraucht zwei  
Anwendungen des Handauflegens

ENERGIE  
WURF

Paladin-  
stufe

Sonstiges

$$W6 = \left( \dots \div 2 \right) + \dots$$

(aufrunden)

WIL  
SG RETTUNGSWURF

Paladin-  
stufe

$$= 10 + \left( \dots \div 2 \right) + CH$$

(abrunden)

## GUIDE THE BATTLE

Stufe

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.

Stufe

15

Free 5ft step may be through difficult terrain.

## AURA

Stufe

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

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

## ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CH

1

2

3

4

□ □ □ □

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RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

□ □ □ □

=

CH

+

...

Zauber-  
stufe

# WEAL'S CHAMPION

ANZAHL  
PRO TAG

Paladin-  
stufe

□ □ □ □ □ □

Heute □ □ □ □ □ □

=

÷ 3

(aufrunden)

DURATION

Runden

Paladin-  
stufe

=

÷ 2

(abrunden)

Expired □ □ □ □ □ □ □ □

ANGRIFF  
BONUS

Sonstiges

+ □ □ □ □

=

CH

+

...

SCHADEN  
BONUS

Paladin-  
stufe

□ □ □ □

=

÷ 2

(abrunden)

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

ANGRIFF  
BONUS

SCHADEN  
BONUS

Paladin-  
stufe

+ □ □ □ □

=

CH

÷ 2

(abrunden)

+ □ □ □ □

= 1 + (

...

÷ 5

)

Stufe

11

WEAL'S WRATH

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.

Stufe

20

MASTERFUL PRESENCE

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

## HANDAUFLEGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

□ □ □ □ □ □

=

(

...

÷ 2

)

+

CH

+

...

Sonstiges

Heute verwendet

□ □ □ □ □ □ □ □

Stufe

2

HEILT  
TREFFERPUNKTE

Paladin-  
stufe

Sonstiges

W6 □ □ □ □ □ □

=

(

...

÷ 2

)

+

...

(abrunden)

## GNADEN

Stufe

3

6

9

12

15

18

## VORBEREITETE ZAUBER

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