

HOLY TACTICIAN

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lancer 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'énergie positive utilise deux utilisations quotidiennes d'Imposition des Mains

ENERGIE JET

$$\text{d6} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers} \quad (\text{arrondi au supérieur})$$

VOLONTE SAVE DC

$$= 10 + \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{CHA} \quad (\text{arrondi à l'inférieur})$$

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 $\text{d6} = \text{CHA} + \text{Niveau de Lancer de Sort}$

WEAL'S CHAMPION

UTILISATIONS PAR JOUR

$$\text{Niveau de Paladin} = \frac{\text{Utilisations}}{3} \quad (\text{arrondi au supérieur})$$

Aujourd'hui ☐☐☐☐☐

DURATION

$$\text{Niveau de Paladin} = \frac{\text{trs}}{2} \quad (\text{arrondi à l'inférieur})$$

Expired ☐☐☐☐☐☐☐☐

ATTAQUE BONUS

$$+ = \text{CHA} + \text{Divers}$$

DOMMAGES BONUS

$$= \frac{\text{Niveau de Paladin}}{2} \quad (\text{arrondi à l'inférieur})$$

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

ATTAQUE BONUS

$$+ = \frac{\text{CHA}}{2} \quad (\text{arrondi à l'inférieur})$$

DOMMAGES BONUS

$$+ = 1 + \left(\frac{\text{Niveau de Paladin}}{5} \right)$$

WEAL'S WRATH

Niveau 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

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

$$\text{Niveau de Paladin} = \left(\frac{\text{Utilisations}}{2} \right) + \text{CHA} + \text{Divers} \quad (\text{arrondi à l'inférieur})$$

Utilisations aujourd'hui

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Niveau 2

SOINS POINTS DE VIE

$$\text{d6} = \left(\frac{\text{Niveau de Paladin}}{2} \right) + \text{Divers} \quad (\text{arrondi à l'inférieur})$$

GRACE

Niveau

3

6

9

12

15

18

SORTS PREPARES

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