

HOLY TACTICIAN



DEL

(PALADIN)

Livello da Paladino - 3 = Livello Incantatore

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 ROLL

Livello da Paladino

Varie

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

VOLONTÀ CD SALVEZZA

Livello da Paladino

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

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

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Livello

17

Gain damage reduction 5/evil.

Immune ad effetti di compulsione, anche magici.

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

INCANTESIMI

CD TS Incantesimi		Incantesimi al giorno	Inc. Base	+	Inc. Bonus CHA
	1				□ □ □ □
	2				□ □ □ □
	3				□ □ □ □
	4				□ □ □ □

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

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

WEAL'S CHAMPION

USI PER DAY

Livello da Paladino

DURATION

Livello da Paladino

$$\boxed{} = \frac{}{\div 3} \quad (\text{per eccesso}) \quad \boxed{}_r = \frac{}{\div 2} \quad (\text{per difetto})$$

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ATTACCO BONUS

Varie

DANNI BONUS

Livello da Paladino

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

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

ATTACCO BONUS

DANNI BONUS

Livello da Paladino

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

WEAL'S WRATH

Livello

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

Livello

20

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

IMPOSIZIONE DELLE MANI

USI PER DAY

Livello da Paladino

Varie

Usi giornalieri

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

Livello

2

GUARIRE HIT POINTS

Livello da Paladino

Varie

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

INDULGENZE

Livello

3

6

9

12

15

18

INCANTESIMI PREPARATI

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