DIVINE HUNTER	*	SMIT	l'E I	EVIL			
OF	FOES PER DA	Paladin Y Level Mis			oes		
Paladin Level	PERDA		C		day		
(PALADIN) Paladin Caster		= ( ÷ 3 ) +					
Level - 3 = Level		(Round up)					
DETECT EVIL	BONUS	K Misc		FLECTIONUS	ON	Misc	
As a move action, detect evil in one creature or item within 60ft.	+	- CHA +	+	AC	- CHA +	WIIGO	
Does not detect any other evil auras nearby.	(		_	AC	- Спа т		
DIVINE GRACE	A succes:	sful strike with smite evil	Smi	ting dama	ge bonus applies do	ouble for the	
2 CHA Bonus to all saving throws		damage reduction.	first	successf	ul strike against evi and the undead.		
SHARED PRECISION	DAMAG	E Paladin	EVI	L DAMA	AGE Paladin		
Level On hitting with a ranged attack, allies within 10ft gain	BONUS	Level Misc	ВО	NUS	Level	\	Misc
3 the benefits of Precise Shot until your next turn.	+	= +	+		= (	× 2 ) -	ŀ
AURA	7	LAY O	ΝН	ANDS			
Level  Allies within 10ft (who are mobile) no longer provide cover	Ţ	JSES Paladin	14 11	ANDS			
against ranged attacks, unless they wish to.		PER DAY Level			Misc		s Today
Level AURA OF FAITH		= ( ÷ 2 ) +	- C	HA +			
Weapons considered Good aligned for overcoming DR.  DIVINE HEALTH	Level	(Round down)					
Level	<b>2</b> <sub>I</sub>	HEALING Paladin					
3 Immune to all diseases including magic.	I	HIT POINTS Level		Misc			
CHANNEL POSITIVE ENERGY		$_{d6} = ( \div 2 )$	+				
Level Channeling positive energy uses up two of today's		(Round down)					
4 uses of Lay On Hands.	MERCI	ES					
ENERGY Paladin ROLL Level Misc	Level		41.0	•			
	3		12				
uo (	6		1	5			
WILL Paladin SAVE DC Level	9		18	8			
$= 10 + ( \div 2 ) + CHA$	Level 7	MERCIES			RANGE	Level	
/		pend two uses to use Lay On Hands at a dista	ance.		ft =	:	× 5 ft
(Round down)  DIVINE BOND	PREPARED SPELLS						
Level BONDED WEAPON		FREFAR	LLL				
5 Summoned Today			1				
Enhancements			•				
			_				
			2				
			3				
SPELLS *							
Spell Spells = Base + Bonus Spells Save DC Spells + CHA			4				
<b>1</b>			7				
2		RIGHTEO	US		ER		
3 0000		anged weapons used by yourself and allies w				or the purpos	es of
		vercoming damage reduction.					

HUNTER'S BLESSING

Spend one use of Smite Evil to grant yourself and all allies within 10ft the benefits of Deadly Aim, Precise Shot and Improved Precise Shot.

This lasts for 1 minute. Evil creatures do not benefit.

Increase damage reduction to 10/evil.

Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

20 The effect of Smite Evil ends after this attack.

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.