DIVINE HUNTER	SMITE EVIL
OF Paladin	FOES Paladin Foes PER DAY Level Misc Today
(PALADIN) Level	= (÷ 3) +
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK BONUS Misc BONUS Misc Misc
As a move action, detect evil in one creature or item within 60ft.	WISC
Does not detect any other evil auras nearby.	+ AC = CHA + + AC = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
2 CHA Bonus to all saving throws	bypasses damage reduction. first successful strike against evil outsiders, evil dragons and the undead.
SHARED PRECISION	DAMAGE Paladin EVIL DAMAGE Paladin
Level On hitting with a ranged attack, allies within 10ft gain the benefits of Precise Shot until your next turn.	BONUS Level Misc BONUS Level Misc
AURA	+ = + = (×2)+
Level AURA OF CARE	LAY ON HANDS
8 Allies within 10ft (who are mobile) no longer provide cover against ranged attacks, unless they wish to.	USES Paladin PER DAY Level Misc Uses Today
Level AURA OF FAITH	= (÷ 2) + CHA +
14 Weapons considered Good aligned for overcoming DR.	
Level	Level (Round down) 2 HEALING Paladin
3 Immune to all diseases including magic.	HIT POINTS Level Misc
CHANNEL POSITIVE ENERGY	d6 = (÷ 2) +
Channelling positive energy uses up two of today's	(Round down)
4 uses of Lay On Hands. ENERGY Paladin	MERCIES Level
ROLL Level Misc	3 12
d6 = (÷ 2) +	6 15
(Round up) WILL Paladin	
SAVE DC Level	9 18
= 10 + (÷ 2) + CHA	Level MERCIES Spend two uses to use law On Hands at a distance 4 = × 5 ft
(Round down)	Opend two does to doe buy on Humas at a distance.
DIVINE BOND	PREPARED SPELLS
Level BONDED WEAPON Summoned Today	
Enhancements	1
	2
SPELLS *	
Spell Spells = Base + Bonus Spells Save DC per day = Spells CHA	3 000
1 0,000	,
2	
3	4 000
4	
Spell Save DC = 10 + CHA + Spell Level	RIGHTEOUS HUNTER
Concentration = CHA + Caster Level	Level Ranged weapons used by yourself and allies within 10ft count as good-aligned for the purposes of overcoming damage reduction.
HUNTER'S BLESSING	HOLY CHAMPION
Spend one use of Smite Evil to grant yourself and all Level allies within 10ft the benefits of Deadly Aim, Precise Shot	Increase damage reduction to 10/evil.
and Improved Precise Shot. This lasts for 1 minute. Evil creatures do not benefit.	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.
The last of a minder of the section	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.