

DIVINE HUNTER

DE



(PALADIN)

Paladin Niveau - 3 = Niveau de Lanceur de Sort

Paladin Niveau

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

SHARED PRECISION

Niveau 3 On hitting with a ranged attack, allies within 10ft gain the benefits of Precise Shot until your next turn.

AURA

Niveau 8 **AURA OF CARE** Allies within 10ft (who are mobile) no longer provide cover against ranged attacks, unless they wish to.

Niveau 14 **AURA OF FAITH** Weapons considered Good aligned for overcoming DR.

DIVINE HEALTH

Niveau 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Niveau 4 Channelling positive energy uses up two of today's uses of Lay On Hands.

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

WILL JET DE SAUVEGARDE $\text{Jet} = 10 + \left(\frac{\text{Paladin Niveau}}{2} \right) + \text{CHA}$ (arrondi à l'inférieur)

DIVINE BOND

Niveau 5 **ARME LIÉ** ☐ Summoned Today

SORTS

Sort DD sauvegarde	Sorts par jour	=	Base Sorts	Sorts supplémentaires CHA
1	2			
2	3			
3	4			

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration $\text{Jet} = \text{CHA} + \text{Niveau de Lanceur de Sort}$

HUNTER'S BLESSING

Niveau 11 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.

CHÂTIMENT DU MAL

FOES PER DAY $\text{Foes} = \left(\frac{\text{Paladin Niveau}}{3} \right) + \text{Divers}$ (arrondi au supérieur)

ATTACK BONUS $\text{Attack} = \text{CHA} + \text{Divers}$

DEFLECTION BONUS $\text{Deflection} = \text{CHA} + \text{Divers}$

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

DAMAGE BONUS $\text{Damage} = \text{Paladin Niveau} + \text{Divers}$

EVIL DAMAGE BONUS $\text{Evil Damage} = \left(\text{Paladin Niveau} \times 2 \right) + \text{Divers}$

IMPOSITION DES MAINS

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

Niveau 2 **HEALING HIT POINTS** $\text{Healing} = \left(\frac{\text{Paladin Niveau}}{2} \right) + \text{Divers}$ (arrondi à l'inférieur)

MERCIES

Niveau 3	12
6	15
9	18

Niveau 6 **MERCIES** Spend two uses to use Lay On Hands at a distance. $\text{Range} = \text{Niveau} \times 5 \text{ ft}$

SORTS PREPARES

1	1
2	2
3	3
4	4

RIGHTEOUS HUNTER

Niveau 14 Ranged weapons used by yourself and allies within 10ft count as good-aligned for the purposes of overcoming damage reduction.

HOLY CHAMPION

Niveau 20 Increase damage reduction to 10/evil. On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack. On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.