

DIVINE HUNTER



DEL
(PALADIN)
Liv del Paladino - 3 = 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.

DIVINE GRACE

Livello 2 **CAR** Bonus to all saving throws

SHARED PRECISION

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

AURA

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

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

DIVINE HEALTH

Livello 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Livello 4 Incanalare energia positiva consuma 2 usi della capacità di Imposizione delle mani

TIRO ROLL
Liv del Paladino Altro
$$\boxed{}_{d6} = \left(\frac{}{2} \right) + $$

(Arrotond.per eccesso)

CD Salvezza
Liv del Paladino
$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR}$$

(Arrotondato per difetto)

LEGAME DIVINO

Livello 5 **ARMA LEGATA** ☐ Evocazioni Oggi
Potenziamenti

INCANTESIMI

CD TS Incantesimi		Inc. al giorno	=	Inc. Base	+	Inc. bonus CHA
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

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

HUNTER'S BLESSING

Livello 11 Spend one use of Smite Evil to grant yourself and allies within 10ft the benefits of Deadly Aim, Precise Shot and Improved Precise Shot.
This lasts for 1 minute. Evil creatures do not benefit.

PUNIRE IL MALE

NEMICI AL GIORNO
Liv del Paladino Altro
$$\boxed{} = \left(\frac{}{3} \right) + $$

(Arrotond.per eccesso)

Nemici oggi
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☐☐

BONUS

BONUS
$$\boxed{} + = \text{CAR} + $$

BONUS

BONUS
$$\boxed{} + \text{CA} = \text{CAR} + $$

Un attacco riuscito con punire il male

oltrepassa la riduz dei danni.

BONUS

BONUS
Liv del Paladino Altro
$$\boxed{} + = + $$

BONUS

BONUS
Liv del Paladino Altro
$$\boxed{} + = \left(\frac{}{2} \right) + $$

IMPOSIZIONE DELLE MANI

USI

Liv del Paladino Altro
$$\boxed{}_{\text{PER DAY}} = \left(\frac{}{2} \right) + \text{CAR} + $$

(Arrotondato per difetto)

Usi oggi

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Livello 2

GUARIRE HIT POINTS

Liv del Paladino Altro
$$\boxed{}_{d6} = \left(\frac{}{2} \right) + $$

(Arrotondato per difetto)

INDULGENZE

Livello

3

12

6

15

9

18

Livello **INDULGENZE**

6

Spend two uses to use Lay On Hands at a distance.

RANGE

Livello

$$\boxed{}_{\text{m}} = \times 5 \text{ ft}$$

INCANTESIMI PREPARATI

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RIGHTEOUS HUNTER

Livello

14

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

HOLY CHAMPION

Increase damage reduction to 10/evil.

Livello

20

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.