DIVINE HUNTER	CASTIGAR AL MAL
DE	ENEMIGOS Nivel de Enemigos
Nivel de Paladín	Hoy
Nivel de _ 3 = Nivel de	7
Paladín 3 Lanzador Lanzador	(Redondear arriba)
DETECT EVIL	BONUS BONUS Misc BONUS Misc Misc
As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby.	+ = CAR + + CA = CAR +
Nivel Bonus to all	Un golpe que acierta con Castigar el Mal El bon de daño por castigo se aplica el doble
2 CAR saving throws	sobrepasa la reducción del daño para el primer golpe exitoso contra ajenos malignos, dragones malignos y muertos vivientes.
SHARED PRECISION	BONUS Nivel de BONUS DAÑO Nivel de
Nivel On hitting with a ranged attack, allies within 10ft gain	BONUS Paladín Misc BONUS Paladín Misc
3 the benefits of Precise Shot until your next turn.	_ + = + + = (× 2)+
AURA OF CARE	IMPOSICIÓN DE MANOS
Nivel 8 Allies within 10ft (who are mobile) no longer provide cov	
against ranged attacks, unless they wish to.	PER DAY Paladín Misc Usos Hoy
Nivel AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR.	= (÷2) + CAR +
DIVINE HEALTH	Nivel (Redondear abajo)
Nivel	2 CURACIÓN Nivel de
3 Immune to all diseases including magic.	PUNTOS GOLPE Paladín Misc
CHANNEL POSITIVE ENERGY	d6 = (÷ 2) +
Nivel Canalizar energía positiva gasta dos usos diarios de Imp	posición de Manos. (Redondear abajo)
4	MISERICORDIAS
TIRADA DE Nivel de ENERGÍA Paladín Misc	Nivel 12
d6 = (÷ 2) +	
(Redondear arrib	6 15
VOL Nivel de	9 18
/ diddiii	RANGE Nivel
	NIVEL MISERICORDIAS Spend two uses to use Lay On Hands at a distance * 5 ft
(Redondear abaj	jo)
Nivel ARMA VINCULADA	CONJUROS PREPARADOS
Invocado	
Mejoras Hoy	^
incjorus	
	2
COMMITTOR	
CONJUROS CD Salv Conjuros _ Conjuros onjuros Adiciona	
de Conjuros al Día Base CAR	3
1	
2 0000	
3	4 000
4	
CD Salv Conjuro = 10 + CAR + Nivel Conjuro	RIGHTEOUS HUNTER
Concentración = CAR + Nivel Lanza	de Nivel Renged weepens used by yourself and allies within 10ft sount as good aligned for the purposes of
HUNTER'S BLESSING	14 overcoming damage reduction.
Spend one use of Smite Evil to grant yourself and all	HOLY CHAMPION
Nivel allies within 10ft the benefits of Deadly Aim, Precise Sho	AC - I
and Improved Precise Shot. This lasts for 1 minute. Evil creatures do not benefit.	Nivel 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.
	~