

# DIVINE HUNTER

DE



(PALADIN)

Nivel de  
Paladín - 3 =

Nivel de  
Paladín

Nivel de  
Lanzador

## 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

Nivel  
2

CAR

Bonus to all  
saving throws

## SHARED PRECISION

Nivel  
3

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

## AURA

Nivel  
8

### AURA OF CARE

Allies within 10ft (who are mobile) no longer provide cover against ranged attacks, unless they wish to.

Nivel  
14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

## DIVINE HEALTH

Nivel  
3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Nivel  
4

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

### TIRADA DE ENERGÍA

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear arriba)

### VOL SAVE DC

Nivel de  
Paladín

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CAR}$$

(Redondear abajo)

## VÍNCULO DIVINO

Nivel  
5

### ARMA VINCULADA

☐ Invocado  
Hoy

Mejoras

## CONJUROS

CD Salv  
de Conjuros

Conjuros  
al Día

= Conjuro Base

+ Conjuros Adicionales  
CAR

	1			
	2			
	3			
	4			

CD Salv Conju = 10 + CAR + Nivel Conju

Concentración

$$\boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

Nivel de  
Lanzador

## HUNTER'S BLESSING

Nivel  
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.

## CASTIGAR AL MAL

### ENEMIGOS AL DÍA

Nivel de  
Paladín

Misc

Enemigos  
Hoy

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(Redondear arriba)

### BON BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

### BON BONUS

Misc

$$+ \text{CA} \boxed{\phantom{00}} = \text{CAR} + \phantom{00}$$

Un golpe que acierta con Castigar el Mal sobrepasa la reducción del daño

El bon de daño por castigo se aplica el doble para el primer golpe exitoso contra ajenos malignos, dragones malignos y muertos vivientes.

### BON BONUS

Nivel de  
Paladín

Misc

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

### BON DAÑO BONUS

Nivel de  
Paladín

Misc

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## IMPOSICIÓN DE MANOS

### USOS PER DAY

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CAR} + \phantom{00}$$

(Redondear abajo)

Usos Hoy

☐☐☐  
☐☐☐  
☐☐☐

Nivel  
2

### CURACIÓN PUNTOS GOLPE

Nivel de  
Paladín

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Redondear abajo)

## MISERICORDIAS

Nivel

3

12

6

15

9

18

Nivel  
6

### MISERICORDIAS

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

RANGE

Nivel

$$\boxed{\phantom{00}}, = \phantom{00} \times 5 \text{ ft}$$

## CONJUROS PREPARADOS

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## RIGHTEOUS HUNTER

Nivel  
14

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

## HOLY CHAMPION

Nivel  
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.