

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
ROLL

Nivel de
Paladín

Misc

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

(Redondear arriba)

CD SALV
VOLUNTAD

Nivel de
Paladín

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

(Redondear abajo)

VÍNCULO DIVINO

Nivel
5

ARMA VINCULADA

☐ Invocado
Hoy

Mejoras

CONJUROS

CD Salv
de Conjueros

Conjueros
al Día

=

Conjuero Base

+ Conjueros Adicionales

CAR

	1			
	2			
	3			
	4			

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración

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

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

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

(Redondear arriba)

BONUS
BONUS

Misc

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

BON
BONUS

Misc

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

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.

BONUS
BONUS

Nivel de
Paladín

Misc

$$+ \boxed{} = + $$

BONUS DAÑO
BONUS

Nivel de
Paladín

Misc

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

IMPOSICIÓN DE MANOS

USOS
PER DAY

Nivel de
Paladín

Misc

Usos Hoy

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

(Redondear abajo)

☐☐☐
☐☐☐
☐☐☐

Nivel
2

CURACIÓN
PUNTOS GOLPE

Nivel de
Paladín

Misc

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

(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

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

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.