

DIVINE HUNTER

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

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

Level **2** **CHA** Bonus to all saving throws

SHARED PRECISION

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

AURA

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

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

DIVINE HEALTH

Level **3** Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

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

ENERGY ROLL d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$
(Round up)

WILL SAVE DC = $10 + \left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$
(Round down)

DIVINE BOND

Level **5** **BONDED WEAPON** ☐ Summoned Today

Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
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Spell Save DC = 10 + CHA + Spell Level

Concentration = $\text{CHA} + \text{Caster Level}$

HUNTER'S BLESSING

Level **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.

SMITE EVIL

FOES PER DAY = $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$
(Round up)

Foes Today ☐☐☐☐

ATTACK BONUS = $\text{CHA} + \text{Misc}$

DEFLECTION BONUS = $\text{CHA} + \text{Misc}$

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 = $\text{Paladin Level} + \text{Misc}$

EVIL DAMAGE BONUS = $\left(\text{Paladin Level} \times 2 \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$
(Round down)

Level **2** **HEALING HIT POINTS** d6 = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$
(Round down)

Uses Today ☐☐☐☐☐☐☐☐☐☐

MERCIES

Level 3	12
6	15
9	18

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

PREPARED SPELLS

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RIGHTEOUS HUNTER

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

HOLY CHAMPION

Level **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.