

DIVINE HUNTER

OF



(PALADIN)

Nível de
Paladino - 3 =

Nível de
Paladino

Conjurador
Nível

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

Nível
2

CAR

Bonus to all
saving throws

SHARED PRECISION

Nível
3

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

AURA

Nível
8

AURA OF CARE

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

Nível
14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

DIVINE HEALTH

Nível
3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Nível
4

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

ENERGIA ROLAGEM

Nível de
Paladino

Outros

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

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de
Paladino

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

(Arredonda para Baixo)

DIVINE BOND

Nível
5

BONDED WEAPON

☐ Summoned
Today

Enhancements

MAGIAS

Teste de
Resistência CD

Magias
por dia

=

Base
Magia

+

Bonus Spells
CHA

	1								
	2								
	3								
	4								

Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração

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

Conjurador
Nível

HUNTER'S BLESSING

Nível
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

Nível de
Paladino

Outros

Foes
Today

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

(Arredonda para Cima)

ATTACK BONUS

Outros

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

DEFLECTION BONUS

Outros

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

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

Nível de
Paladino

Outros

$$+ \boxed{} = + $$

EVIL DAMAGE BONUS

Nível de
Paladino

Outros

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

LAY ON HANDS

USOS PER DAY

Nível de
Paladino

Outros

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

(Arredonda para Baixo)

Hoje

☐☐☐
☐☐☐
☐☐☐

Nível
2

HEALING HIT POINTS

Nível de
Paladino

Outros

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

(Arredonda para Baixo)

MERCIES

Nível

3

12

6

15

9

18

Nível

6

MERCIES

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

RANGE

Nível

m

= × 5 ft

MAGIAS PREPARADAS

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RIGHTEOUS HUNTER

Nível
14

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

HOLY CHAMPION

Nível

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.