

# 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

Paladin Level

Misc

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

(Round up)

WILL SAVE DC

Paladin Level

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

(Round down)

## DIVINE BOND

Level

5

### BONDED WEAPON

☐ Summoned Today

Enhancements

## SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells CHA

|  |   |  |  |  |  |  |  |  |  |
|--|---|--|--|--|--|--|--|--|--|
|  | 1 |  |  |  |  |  |  |  |  |
|  | 2 |  |  |  |  |  |  |  |  |
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Spell Save DC = 10 + CHA + Spell Level

Concentration

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

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

Paladin Level

Misc

Foes Today

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

(Round up)

ATTACK BONUS

Misc

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

DEFLECTION BONUS

Misc

$$+ \text{AC} = \text{CHA} + \phantom{00}$$

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

Paladin Level

Misc

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

EVIL DAMAGE BONUS

Paladin Level

Misc

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

## LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

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

(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

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

(Round down)

## MERCIES

Level

3

12

6

15

9

18

Level MERCIES

6

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

RANGE

Level

$$\boxed{\phantom{00}}_{ft} = \phantom{00} \times 5 ft$$

## 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.