

HOLY GUN

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

GRIT

GRIT POINTS

Level PER DAY

11

pts =

CHA

+

Holy Grit

+

Misc

DIVINE GRACE

Level

2

CHA

Bonus to all saving throws

AURA

AURA OF COURAGE

Level

3

Immune to fear effects including magic.

Allies within 10ft get +4 to saves against fear effects.

AURA OF RESOLVE

Level

8

Immune to charm effects including magic.

Allies within 10ft get +4 to saves against charm effects.

AURA OF JUSTICE

Level

11

Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

AURA OF FAITH

Level

14

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level

17

Gain damage reduction 5/evil.

Immune to compulsion effects including magic.

Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level

3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Level

4

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

ENERGY

ROLL

Paladin Level

Misc

d6 =

(

÷ 2

) +

(Round up)

WILL

SAVE DC

Paladin Level

= 10 +

(

÷ 2

) +

CHA

(Round down)

DIVINE BOND

Level

5

BONDED FIREARM

Enhancements

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

CHA

1

2

3

4

Spell Save DC = 10 + CHA + Spell Level

FIREARMS

Capacity

Range

ft

sq

Misfire

1 -

(ft)

Attack Bonus

Damage

Critical

d

x

Capacity

Range

ft

sq

Misfire

1 -

(ft)

Attack Bonus

Damage

Critical

d

x

DEEDS

Level

1

Paladin Level - 4 =

Gunslinger Level

Cost

2

Smiting Shot

If the target is evil, add CHA and Paladin level to damage.

If the target is an evil outsider, dragon, or undead, add CHA and 2 × Paladin level to damage.

Bypasses any damage reduction.

1 pt

11

14

Holy Grit 1

17

2

20

3

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

= (

÷ 2

) +

CHA

+

Level

2

HEALING HIT POINTS

Paladin Level

Misc

d6 =

(

÷ 2

) +

(Round down)

MERCIES

Level

3

12

6

15

9

18

PREPARED SPELLS

□ □ □

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1

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HOLY CHAMPION

Level

20

Increase damage reduction to 10/evil.

On using Smiting Shot 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.