HOLY GUN

OF

(PALADIN)

Paladin Level

Paladin Level − 3 = Caster Level

GRIT

pts

GRIT POINTS PER DAY

Level 11

pts = CHA + Holy Grit + Misc

DIVINE GRACE

Level 2 — CHA — Bonus to all saving throws

AURA

Level 3 — **AURA OF COURAGE**
Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level 8 — **AURA OF RESOLVE**
Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level 11 — **AURA OF JUSTICE**
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.

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

Level 17 — **AURA OF RIGHTEOUSNESS**
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

d6 = (Paladin Level ÷ 2) + Misc (Round up)

WILL SAVE DC

= 10 + (Paladin Level ÷ 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

Range	Misfire	Attack Bonus	Damage	Critical	Capacity
ft sq	1 – (ft)		d	×	
ft sq	1 – (ft)		d	×	

DEEDS

Paladin Level − 4 = Gunslinger Level

Level			Cost
1			
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

Level 2

USES PER DAY

= (Paladin Level ÷ 2) + CHA + Misc (Round down)

Uses Today

HEALING HIT POINTS

d6 = (Paladin Level ÷ 2) + Misc (Round down)

MERCIES

Level	
3	12
6	15
9	18

PREPARED SPELLS

	1	
	2	
	3	
	4	

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.