

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

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

Channelling 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

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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 on 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 +

(Round down)

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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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.