

# HOLY GUN

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

## GRIT

pts

### 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

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

### ENERGY

ROLL

Paladin Level

Misc

d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round up)

WILL SAVE DC

Paladin Level

= 10 +  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA}$  (Round down)

## DIVINE BOND

Level

5

### BONDED FIREARM

Enhancements

## SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

CHA

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Spell Save DC = 10 + CHA + Spell Level

## FIREARMS

Capacity

Range  Misfire  (  ft ) Attack Bonus  Damage  Critical

Capacity

Range  Misfire  (  ft ) Attack Bonus  Damage  Critical

## 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

=  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$  (Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

d6 =  $\left( \frac{\text{Paladin Level}}{2} \right) + \text{Misc}$  (Round down)

## MERCIES

Level

3

12

6

15

9

18

## PREPARED SPELLS

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