

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

ENERGY

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

WILL SAVE DC

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

DIVINE BOND

BONDED FIREARM

Level 5 Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
<input type="text"/>	1		<input type="text"/>		<input type="text"/>
<input type="text"/>	2		<input type="text"/>		<input type="text"/>
<input type="text"/>	3		<input type="text"/>		<input type="text"/>
<input type="text"/>	4		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = **CHA** +

Caster Level

FIREARMS

Range	Misfire	Attack Bonus	Damage	Critical	Capacity
ft sq 1 - (ft)		<input type="text"/>	d <input type="text"/>	x <input type="text"/>	

Range	Misfire	Attack Bonus	Damage	Critical	Capacity
ft sq 1 - (ft)		<input type="text"/>	d <input type="text"/>	x <input type="text"/>	

DEEDS

Paladin Level - 4 =

Gunslinger Level Cost

Level 1

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

Uses Today

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HEALING HIT POINTS

Level 2 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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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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.