

HOLY GUN

DE



(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

Nivel de Paladín

GRIT

pts

GRIT POINTS

Nivel **11** **AL DÍA** Holy Grit Misc
pts = CAR + +

DIVINE GRACE

Nivel **2** **CAR** Bonus to all saving throws

AURA

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

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

Nivel **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.

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

Nivel **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

Nivel **3** Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Nivel **4** Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA DE ENERGÍA

Nivel de Paladín Misc

d6 = (÷ 2) + (Redondear arriba)

VOL

SAVE DC

Nivel de Paladín

= 10 + (÷ 2) + CAR (Redondear abajo)

VÍNCULO DIVINO

Nivel **BONDED FIREARM**

5

Mejoras

CONJUROS

CD Salv de Conjuros

Conjuros al Día

= Conjuros Base + Conjuros Adicionales

	1			
	2			
	3			
	4			

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración = CAR + Nivel de Lanzador

ARMAS DE FUEGO

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico
, c 1 - (,) d x

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DEEDS

Nivel de Paladín - 4 = Gunslinger Level

Coste

Nivel **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**

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de Paladín

Misc

Usos Hoy

= (÷ 2) + CAR + (Redondear abajo)

Nivel **2**

CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

d6 = (÷ 2) + (Redondear abajo)

MISERICORDIAS

3

12

6

15

9

18

CONJUROS PREPARADOS

□ □ □	□ □ □
□ □ □	1 □ □ □
□ □ □	□ □ □
□ □ □	□ □ □
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HOLY CHAMPION

Nivel **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.