

# HOLY GUN

## DER DOMÄNE



### (PALADIN)

Paladin-  
stufe - 3 = Zauber-  
stufe

Paladin-  
stufe

### GRIT

Pkt.

#### GRIT POINTS

Stufe  
**11**

PRO TAG = CH +

Holy Grit Sonst. Mod.

### DIVINE GRACE

Stufe  
**2**

CH

Bonus to all  
saving throws

### AURA

Stufe  
**3**

#### AURA OF COURAGE

Immune to fear effects including magic.  
Allies within 10ft get +4 to saves against fear effects.

Stufe  
**8**

#### AURA OF RESOLVE

Immune to charm effects including magic.  
Allies within 10ft get +4 to saves against charm effects.

Stufe  
**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.

Stufe  
**14**

#### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Stufe  
**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

Stufe  
**3**

Immune to all diseases including magic.

### CHANNEL POSITIVE ENERGY

Stufe  
**4**

Positive Energie fokussieren verbraucht zwei  
Anwendungen des Handauflegens

#### ENERGIE WURF

Paladin-  
stufe

Sonst. Mod.

W6 = (  $\div 2$  ) + (aufrunden)

#### WIL SAVE DC

Paladin-  
stufe

= 10 + (  $\div 2$  ) + CH (abunden)

### GÖTTLICHER BUND

Stufe **BONDED FIREARM**

**5**

Weitere Verbesserungen

### ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber  
CH

**1**

**2**

**3**

**4**

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration

= CH +

Zauber-  
stufe

### FIREARMS

Capacity

Reichweite

Misfire

ANGRIFFSBONUS

Schaden

Kritischer Treffer

m

Fe

1 -

( m )

d

x

Capacity

Reichweite

Misfire

ANGRIFFSBONUS

Schaden

Kritischer Treffer

m

Fe

1 -

( m )

d

x

### DEEDS

Stufe  
**1**

Paladin-  
stufe - 4 =

Gunslinger  
Level

Kosten

**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**

### HANDAUFLAGEN

ANZAHL  
PRO TAG

Paladin-  
stufe

Sonst. Mod.

Heute verwendet

= (  $\div 2$  ) + CH +

Stufe  
**2**

HEILT  
HIT POINTS

Paladin-  
stufe

Sonst. Mod.

W6 = (  $\div 2$  ) + (abunden)

#### GNADEN

Stufe

**3**

**12**

**6**

**15**

**9**

**18**

### VORBEREITETE ZAUBER

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### HOLY CHAMPION

Stufe  
**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.