

HOLY GUN

DER DOMÄNE



(PALADIN)

Paladin-
stufe - 3 = Zauber-
stufe

Paladin-
stufe

GRIT

GRIT POINTS

Stufe **11** **PRO TAG** Holy Grit Sonst. Mod.
pts = CH +

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 = (÷ 2) + (aufrunden)

WILLEN
RETTUNGS SG

Paladin-
stufe
= 10 + (÷ 2) + CH (aufrunden)

GÖTTLICHER BUND

Stufe **5** **BONDED FIREARM**

Weitere Verbesserungen

ZAUBER

RW gegen Zauber Zauber pro Tag = Grund-zauber + Bonuszauber CHA

	1			
	2			
	3			
	4			

Zauberrettungs SG = 10 + CH + Zaubergrad

Konzentration = CH + Zauber-
stufe

FIREARMS

Reichweite	Misfire	ANGRIFFSBONUS	Schaden	Kritisch	Capacity
m	Fe 1 - (m)		d	x	

Reichweite	Misfire	ANGRIFFSBONUS	Schaden	Kritisch	Capacity
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 eingesetzt

= (÷ 2) + CH +

Stufe **2**

HEILT
HIT POINTS

Paladin-
stufe

Sonst. Mod.

W6 = (÷ 2) + (aufrunden)

GNADEN

Stufe

3

12

6

15

9

18

VORBEREITETE ZAUBER

□ □ □		□ □ □
□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
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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.