

# HOLY GUN

DE



(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

Nivel de Paladín

Nivel de Lanzador

## GRIT

### GRIT POINTS

Nivel AL DÍA

11

pts

= CAR +

Holy Grit

Misc

## 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 ROL

Nivel de Paladín

Misc

d6

= ( ÷ 2 ) +

(Redondear arriba)

CD SALV VOLUNTAD

Nivel de Paladín

= 10 + ( ÷ 2 ) + CAR

(Redondear abajo)

## VÍNCULO DIVINO

Nivel

5

### BONDED FIREARM

Mejoras

## CONJUROS

CD Salv de Conjuros

Conjuros al Día

= Conjuros Base +

Conjuros Adicionales CAR

1

2

3

4

CD Salv Conjuero = 10 + CAR + Nivel Conjuero

Concentración

= CAR +

Nivel de Lanzador

## ARMAS DE FUEGO

Capacidad

Alcance

ft

Misfire

c

1 -

( ft )

Bonus Ataque

Daño

d

Crítico

x

Capacidad

Alcance

ft

Misfire

c

1 -

( ft )

Bonus Ataque

Daño

d

Crítico

x

## DEEDS

Nivel

1

Nivel de Paladín

- 4 =

Gunslinger Level

Coste

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

Nivel de Paladín

3

12

6

15

9

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## CONJUROS PREPARADOS

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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.