

HOLY GUN

VON



(PALADIN)

Paladin-
stufe - 3 =

Paladin-
stufe
Zauber-
stufe

GRIT

GRIT POINTS

PER DAY

Stufe

11

pts = CH +

Holy Grit Sonstiges

DIVINE GRACE

Stufe

2

CH

Bonus to all
saving throws

AURA

AURA OF COURAGE

Stufe

3

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

AURA OF RESOLVE

Stufe

8

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

AURA OF JUSTICE

Stufe

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

Stufe

14

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Stufe

17

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 zählt als zwei mal Handauflegen

ENERGIE
WURF

Paladin-
stufe

Sonstiges

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

WILLEN
RETTUNGS SG

Paladin-
stufe

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

GÖTTLICHER BUND

BONDED FIREARM

Stufe

5

Eigenschaften

ZAUBER

Zauber
Rettungs SG

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber
CHA

	1			
	2			
	3			
	4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

Konzentration

= CH +

Zauber-
stufe

FIREARMS

Capacity

Reichweite

Misfire

ANGRIFFSBONUS

Schaden

Kritisch

m

Fe

1 -

(m)

d

x

Capacity

Reichweite

Misfire

ANGRIFFSBONUS

Schaden

Kritisch

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

EINSETZBAR
PRO TAG

Paladin-
stufe

Sonstiges

Heute eingesetzt

= ($\div 2$) + CH +

Stufe

2

HEILT
HIT POINTS

Paladin-
stufe

Sonstiges

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

GNADEN

Stufe

3

12

6

15

9

18

VORBEREITETE ZAUBER

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HOLY CHAMPION

Increase damage reduction to 10/evil.

Stufe

20

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.