

# HOLY GUN

DEL



(PALADIN)

Livello da Paladino - 3 = Livello Incantatore

Livello da Paladino

## GRINTA

### PUNTI GRINTA

Livello al GIORNO

11

pti

= CAR +

Holy Grit

Varie

## DIVINE GRACE

Livello

2

CAR

Bonus to all saving throws

## AURA

### AURA OF COURAGE

Livello

3

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

### AURA OF RESOLVE

Livello

8

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

### AURA OF JUSTICE

Livello

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

Livello

14

Weapons considered Good aligned for overcoming DR.

### AURA OF RIGHTEOUSNESS

Livello

17

Gain damage reduction 5/evil. Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.

## DIVINE HEALTH

Livello

3

Immune to all diseases including magic.

## CHANNEL POSITIVE ENERGY

Livello

4

Incanalare energia positiva consuma 2 usi della capacità di Imposizione delle mani

TIRO ROLL

Livello da Paladino

Varie

d6 = (  $\div 2$  ) +

(Arrotond.per eccesso)

VOLONTÀ CD SALVEZZA

Livello da Paladino

= 10 + (  $\div 2$  ) + CAR

(Arrotondato per difetto)

## LEGAME DIVINO

Livello BONDED FIREARM

5

Potenziamenti

## INCANTESIMI

CD salvezza incantesimi

Incantesimi al giorno = Incantesimi Base +

Inc. bonus CHA

1

2

3

4

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione

= CAR +

Livello incantatore

## ARMI da FUOCO

Capacità

Gittata

Inceppamento

Bonus di attacco

Danno

Critico

m

m^2

1 -

( m )

d

x

Capacità

Gittata

Inceppamento

Bonus di attacco

Danno

Critico

m

m^2

1 -

( m )

d

x

## GESTA

Livello

1

Livello da Paladino - 4 =

Livello Pistolero

Costo

### 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 x Paladin level to damage.

Bypasses any damage reduction.

1 pt

11

14 Holy Grit 1

17 2

20 3

## IMPOSIZIONE DELLE MANI

USI PER DAY

Livello da Paladino

Varie

Usi oggi

= (  $\div 2$  ) + CAR +

(Arrotondato per difetto)

Livello

2

GUARIRE HIT POINTS

Livello da Paladino

Varie

d6 = (  $\div 2$  ) +

(Arrotondato per difetto)

## INDULGENZE

Livello

3

12

6

15

9

18

## INCANTESIMI PREPARATI

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## HOLY CHAMPION

Livello

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.