

# HOLY GUN

VON



(PALADIN)

Paladin-  
stufe - 3 = Zauber-  
stufe

Paladin-  
stufe

GRIT

GRIT POINTS

Stufe 11 PER DAY Holy Grit Sonstiges  
pts = CH +

DIVINE GRACE

Stufe 2 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 zählt als zwei mal Handauflegen

ENERGIE  
WURF

Paladin-  
stufe Sonstiges

W6 = ( ÷ 2 ) + (aufrunden)

WILLEN  
RETTUNGS SG

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

GÖTTLICHER BUND

Stufe 5 BONDED FIREARM

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

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

Stufe 2 EINSETZBAR  
PRO TAG  
Paladin-  
stufe Sonstiges Heute eingesetzt  
= ( ÷ 2 ) + CH +  
(abunden)

GNADEN

Stufe	
3	12
6	15
9	18

VORBEREITETE ZAUBER

1		
2		
3		
4		

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.  
On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.