HOLY GUN
DER DOMÄNE

(PALADIN)

Paladin-
stufe

Paladin-
stufe **- 3 =** Zauber-
stufe

GRIT

Pkt.

GRIT POINTS
PRO TAG

Stufe		Holy Grit	Sonstiges
11	Pkt. **=** CH **+** _____ **+** _____		

DIVINE GRACE

Stufe		
2	CH	Bonus auf alle Rettungswürfe

AURA

Stufe		
3	**AURA OF COURAGE** Immune to fear effects including magic. Allies within 10ft get +4 to saves against fear effects.	
8	**AURA OF RESOLVE** Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	
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.	
14	**AURA OF FAITH** Weapons considered Good aligned for overcoming DR.	
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

W6 **= (** Paladin-stufe **÷ 2) +** Sonstiges _____ **(aufrunden)**

WIL SG RETTUNGSWURF

= 10 + (Paladin-stufe **÷ 2) +** CH **(abrunden)**

GÖTTLICHER BUND

Stufe	**BONDED FIREARM**
5	

Weitere Verbesserungen

ZAUBER

RW gegen Zauber		Zauber pro Tag	**=**	Grund-zauber	**+**	Bonuszauber CH
	1			_____		☐☐☐☐
	2			_____		☐☐☐☐
	3			_____		☐☐☐☐
	4			_____		☐☐☐☐

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

Konzentration _____ **=** CH **+** _____ Zauber-stufe

FIREARMS

				Capacity
Reichweite	Misfire	Angriffsbonus	Schaden	Kritisch
m	Fe **1 -** (m)		d	×

				Capacity
Reichweite	Misfire	Angriffsbonus	Schaden	Kritisch
m	Fe **1 -** (m)		d	×

DEEDS

Paladin-stufe **- 4 =** Gunslinger Level

Kosten

Stufe			
1			
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**		

HANDAUFLEGEN

ANZAHL PRO TAG

_____ **= (** Paladin-stufe **÷ 2) +** CH **+** Sonstiges _____ **(abrunden)**

Heute verwendet
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

Stufe	**HEILT TREFFERPUNKTE**
2	W6 **= (** Paladin-stufe **÷ 2) +** Sonstiges _____ **(abrunden)**

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. The effect of Smite Evil ends after this attack. On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.