

HOLY GUN

DE



(PALADIN)

Niveau de Paladin - 3 = Niveau de Lancement de Sort

Niveau de Paladin

GRIT

GRIT POINTS

Niveau PER DAY

11

pts

= CHA +

Holy Grit

Divers

DIVINE GRACE

Niveau

2

CHA

Bonus to all saving throws

AURA

AURA OF COURAGE

Niveau

3

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

AURA OF RESOLVE

Niveau

8

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

AURA OF JUSTICE

Niveau

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

Niveau

14

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Niveau

17

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

DIVINE HEALTH

Niveau

3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Niveau

4

Concentrer l'énergie positive utilise deux utilisations quotidiennes d'Imposition des Mains

ENERGIE JET

Niveau de Paladin

Divers

d6 = ($\div 2$) + (arrondi au supérieur)

VOLONTE SAVE DC

Niveau de Paladin

= 10 + ($\div 2$) + CHA (arrondi à l'inférieur)

LIEN DIVIN

BONDED FIREARM

Niveau

5

Améliorations

SORTS

Sort DD sauvegarde = Base Sorts + Sorts supplémentaires CHA

| | | | | |
|--|---|--|--|--|
| | 1 | | | |
| | 2 | | | |
| | 3 | | | |
| | 4 | | | |

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

Concentration

= CHA +

Niveau de Lancement de Sort

FIREARMS

Capacity

Portée Misfire Bonus d'attaque Dommages Critique

pieds cases (pieds)

d

x

Capacity

Portée Misfire Bonus d'attaque Dommages Critique

pieds cases (pieds)

d

x

DEEDS

Niveau de Paladin - 4 = Gunslinger Level

Niveau

1

Coût

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

IMPOSITION DES MAINS

UTILISATIONS PAR JOUR

Niveau de Paladin

Divers

Utilisations aujourd'hui

($\div 2$) + CHA + (arrondi à l'inférieur)

Niveau

2

SOINS HIT POINTS

Niveau de Paladin

Divers

d6 = ($\div 2$) + (arrondi à l'inférieur)

GRACE

Niveau

3

12

6

15

9

18

SORTS PREPARES

| | | |
|--|---|--|
| | | |
| | 1 | |
| | | |
| | 2 | |
| | | |
| | 3 | |
| | | |
| | 4 | |
| | | |

HOLY CHAMPION

Increase damage reduction to 10/evil.

Niveau

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.