

HOLY GUN

OF



(PALADIN)

Nível de Paladino - 3 = Conjurador Nível

Nível de Paladino

GRIT

pts

GRIT POINTS

Nível PER DAY

11

pts

= CAR +

Holy Grit

Outros

DIVINE GRACE

Nível

2

CAR

Bonus to all saving throws

AURA

Nível

3

AURA OF COURAGE

Immune to fear effects including magic.

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

Nível

8

AURA OF RESOLVE

Immune to charm effects including magic.

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

AURA OF JUSTICE

Nível

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.

Nível

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nível

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

Nível

3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Nível

4

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGIA ROLAGEM

Nível de Paladino

Outros

d6

= ($\div 2$) +

(Arredonda para Cima)

VONTADE CD DE RESISTÊNCIA

Nível de Paladino

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

(Arredonda para Baixo)

DIVINE BOND

Nível

5

BONDED FIREARM

Enhancements

MAGIAS

Teste de Resistência CD

Magias por dia

=

Base Magia

+

Bonus Spells CHA

1

2

3

4

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Resistência a Magia CD = 10 + CAR + Nível da Magia

Concentração

= CAR +

Conjurador Nível

FIREARMS

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(m)

d

x

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(m)

d

x

DEEDS

Nível

1

Nível de Paladino - 4 =

Gunslinger Level

Custo

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

LAY ON HANDS

USOS POR DIA

Nível de Paladino

Outros

Hoje

= ($\div 2$) + CAR +

(Arredonda para Baixo)

□ □ □ □ □ □ □ □ □ □ □ □

Nível

2

HEALING HIT POINTS

Nível de Paladino

Outros

d6 = ($\div 2$) +

(Arredonda para Baixo)

MERCIES

Nível

3

12

6

15

9

18

MAGIAS PREPARADAS

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HOLY CHAMPION

Nível

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.