

# HOLY GUN

DE



(PALADIN)

Nivel de Paladín - 3 = Nivel de Lanzador

Nivel de Paladín

Nivel de Lanzador

GRIT

pts

GRIT POINTS

Nivel

11

AL DÍA

Holy Grit

Misc

pts

= CAR +

DIVINE GRACE

Nivel

2

CAR

Bonus to all saving throws

AURA

Nivel

3

AURA OF COURAGE

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

Nivel

8

AURA OF RESOLVE

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

Nivel

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.

Nivel

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

Nivel

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

Nivel

3

Immune to all diseases including magic.

CANALIZAR ENERGÍA POSITIVA

Nivel

4

Canalizar energía positiva gasta dos usos diarios de Imposición de Manos.

TIRADA ROL

Nivel de Paladín

Misc

d6 = (  $\div 2$  ) + (Redondear hacia arriba)

CD SALV VOLUNTAD

Nivel de Paladín

= 10 + (  $\div 2$  ) + CAR (Redondear hacia abajo)

VÍNCULO DIVINO

Nivel

5

BONDED FIREARM

Mejoras

CONJUROS

CD Salv de Conjuros

Conjuros al Día

= Conjuros Base

+ Conjuros Adicionales CAR

1				
2				
3				
4				

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración

= CAR + Nivel de Lanzador

ARMAS DE FUEGO

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

' c

1 - ( ' )

d

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

' c

1 - ( ' )

d

x

Hazañas

Nivel

1

Nivel de Paladín - 4 =

Pistolero Nivel

Coste

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

IMPOSICIÓN DE MANOS

USOS PER DAY

Nivel de Paladín

Misc

Usos Hoy

= (  $\div 2$  ) + CAR + (Redondear hacia abajo)

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Nivel

2

CURACIÓN PUNTOS GOLPE

Nivel de Paladín

Misc

d6 = (  $\div 2$  ) + (Redondear hacia abajo)

MISERICORDIAS

Nivel de Paladín

3

12

6

15

9

18

CONJUROS PREPARADOS

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HOLY CHAMPION

Nivel

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.