

# GUNSLINGER

Niveau  
de Pistolier

## GRIT

### GRIT POINTS

PER DAY

Divers

pts = **SAG** +

pts

- Successful critical hit with a firearm +1 grit point
- Killing blow with a firearm +1 grit point
- Daring acts GM's ruling

## GUN TRAINING

### BONUS DE DÉGÂTS

### MISFIRE VALUE

= **DEX**

2

### ARMES A FEU

## ARMES A FEU

					Capacity
Portée	Misfire	Bonus d'attaque	Dégâts	Critique	
m	cases 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Portée	Misfire	Bonus d'attaque	Dégâts	Critique	
m	cases 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Portée	Misfire	Bonus d'attaque	Dégâts	Critique	
m	cases 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Portée	Misfire	Bonus d'attaque	Dégâts	Critique	
m	cases 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Portée	Misfire	Bonus d'attaque	Dégâts	Critique	
m	cases 1 - ( m )	<input type="text"/>	d	x	

## DEEDS

## HABILE

### NIMBLE DODGE BONUS

Niveau  
de Pistolier

+ **CA** = (  + 2 ) ÷ 4 (arrondi à l'inférieur)

## DONS SUPPLEMENTAIRES

Niveau

4

Niveau

8

Niveau

12

Niveau

16

Niveau

20

## TRUE GRIT

Niveau

20

Any 2 deeds except Slinger's Luck

### Deadeye

Use touch AC beyond first range increment 1 pt per range increment

### Gunslinger's Dodge

Move 5ft immediately; +2 AC against triggering attack 1 pt  
Alternatively, drop prone for +4 AC

### Quick Clear

Fix a broken firearm as standard action (1 pt to fix as a move action)

### Gunslinger Initiative

+2 Initiative; (with Quick Draw, draw firearm as part of initiative) \*

### Pistol-whip

Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 1 pt  
Also, CMB to knock prone

### Utility Shot

Blast lock or 1 pt  
Shoot unattended object or  
Stop bleeding \*

### Dead Shot

Roll all attacks, additional hits add dice 1 pt

### Startling Shot

On a miss, target is flat footed till its next turn \*

### Targeting

As a full round, target a part of the body: 1 pt  
Arms: drops one carried item (no damage)  
Head: confused for one round  
Legs: knocked prone  
Torso: 19-20 critical range  
Wings: begins to fall

### Bleeding Wound

Bleed damage equal to **DEX** 1 pt  
Alternatively, 1 pt Strength, Dexterity or Constitution damage 2 pt

### Expert Loading

Keep a broken gun from exploding on a misfire 1 pt

### Lightning Reload

Reload as a swift action once per round (with Rapid Reload, free action) \*

### Evasive

Gain Evasion and Improved Uncanny Dodge \*

### Menacing Shot

Shoot into the air to inspire fear within 30ft 1 pt

### Slinger's Luck

Reroll a saving throw (must take second roll) 2 pt  
Reroll a skill check 1 pt

### Cheat Death

On falling to 0hp or below, restore to 1hp all remaining pts

### Stunning Shot

On a hit, Fort (DC 10 + ½ level + **WIS**) or stunned for 1 round 2 pt

### Death's Shot

On a critical, Fort (DC 10 + ½ level + **DEX**) or die 1 pt

\* Deeds with no cost are only available while you have at least 1 grit point remaining