

GUNSLINGER

Pistolero
Nivel

GRIT

GRIT POINTS

AL DÍA

Misc

pts = **SAB** +

pts

Successful critical hit with a firearm

+1 Punto de agallas

Killing blow with a firearm

+1 Punto de agallas

Proezas

GM's ruling

GUN TRAINING

DAÑO BONUS

= **DES** +

MISFIRE VALUE

2

ARMAS DE FUEGO

ARMAS DE FUEGO

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico
, c 1 - (,) **d** **x**

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, c 1 - (,) **d** **x**

Hazañas

Ágil

NIMBLE

DODGE BONUS

Pistolero
Nivel

+ **CA** = (+ 2) ÷ 4 (Redondear abajo)

DOTES ADICIONALES

Nivel

4

Nivel

8

Nivel

12

Nivel

16

Nivel

20

TRUE GRIT

Nivel

20

Any 2 deeds except Slinger's Luck

Disparo de precisión Usa ataque de toque mas allá del primer incremento de alcance **1** pt

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

Desencasquillado rápido Usa para un arma de fuego rota como acción estándar (1 pt to fix as a move action) **1** pt

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 Also, CMB to knock prone **1** pt

Utility Shot Blast lock or Shoot unattended object or Stop bleeding *****

Disparo certero 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:
Arms: drops one carried item (no damage)
Head: confused for one round
Legs: knocked prone
Torso: 19-20 critical range
Wings: begins to fall **1** pt

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

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) Reroll a skill check **2** pts **1** pt

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

Stunning Shot Si golpeado, Fort (CD 10 + ½ Nivel + **SAB**) o aturrido durante 1 asalto **2** pts

Death's Shot En un crítico, Fort (CD 10 + ½ Nivel + **DES**) o muere **1** pt

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