

# GUNSLINGER

Gunslinger  
Level

## GRIT

### GRIT POINTS PER DAY

Outros

pts = **SAB** + \_\_\_\_\_

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

### DANO BÔNUS

### MISFIRE VALUE

\_\_\_\_\_ = **DES** \_\_\_\_\_

**2**

### ARMAS DE FOGO


## NIMBLE

### NIMBLE DODGE BONUS

Gunslinger  
Level

+ **CA** = ( \_\_\_\_\_ + 2 ) ÷ 4 (Arredonda para Baixo)

## TALENTO BÔNUS

Nível

**4**

Nível

**8**

Nível

**12**

Nível

**16**

Nível

**20**

## TRUE GRIT

Nível

**20**

Any 2 deeds except Slinger's Luck

## ARMAS DE FOGO

Capacidade

Alcance	Misfire	Bônus de Ataque	Dano	Crítico
m	m <sup>2</sup> 1 - ( m )	_____	<b>d</b>	<b>x</b>

Capacidade

Alcance	Misfire	Bônus de Ataque	Dano	Crítico
m	m <sup>2</sup> 1 - ( m )	_____	<b>d</b>	<b>x</b>

Capacidade

Alcance	Misfire	Bônus de Ataque	Dano	Crítico
m	m <sup>2</sup> 1 - ( m )	_____	<b>d</b>	<b>x</b>

Capacidade

Alcance	Misfire	Bônus de Ataque	Dano	Crítico
m	m <sup>2</sup> 1 - ( m )	_____	<b>d</b>	<b>x</b>

Capacidade

Alcance	Misfire	Bônus de Ataque	Dano	Crítico
m	m <sup>2</sup> 1 - ( m )	_____	<b>d</b>	<b>x</b>

## DEEDS

Custo

**Deadeye** Use touch AC beyond first range increment 1 pt por incremento no alcance

Nível  
**1**

**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) \*

Nível  
**3**

**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 \*

Nível  
**7**

**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

Nível  
**11**

**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) \*

Nível  
**15**

**Evasivo** 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

Nível  
**19**

**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