

GUNSLINGER

Gunslinger Level

GRIT

GRIT POINTS PER DAY

pts

=

WIS

+

Прочее

Successful critical hit with a firearm

+1 grit point

Killing blow with a firearm

+1 grit point

Daring acts

GM's ruling

GUN TRAINING

DAMAGE BONUS

=

DEX

MISFIRE VALUE

2

FIREARMS

Capacity

Дальность

Misfire

Бонус Атаки

Урон

Критический

ft

кв

1 -

(

ft)

d00

x

Capacity

Дальность

Misfire

Бонус Атаки

Урон

Критический

ft

кв

1 -

(

ft)

d00

x

Capacity

Дальность

Misfire

Бонус Атаки

Урон

Критический

ft

кв

1 -

(

ft)

d00

x

Capacity

Дальность

Misfire

Бонус Атаки

Урон

Критический

ft

кв

1 -

(

ft)

d00

x

Capacity

Дальность

Misfire

Бонус Атаки

Урон

Критический

ft

кв

1 -

(

ft)

d00

x

NIMBLE

NIMBLE DODGE BONUS

+ K3

=

(

+

2

)

÷

4

(Округлять к меньшему)

Уровень

4

Уровень

8

Уровень

12

Уровень

16

Уровень

20

TRUE GRIT

Уровень

20

Any 2 deeds except Slinger's Luck

Deadeye	Use touch AC beyond first range increment	1 pt per range increment
Уровень 1 Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	1 pt
Quick Clear	Fix a broken firearm as standard action	(1 pt to fix as a move action)
Уровень 3 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	*
Dead Shot	Roll all attacks, additional hits add dice	1 pt
Startling Shot	On a miss, target is flat footed till its next turn	*
Уровень 7 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
Bleeding Wound	Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage	1 pt 2 pt
Уровень 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)	*
Evasive	Gain Evasion and Improved Uncanny Dodge	*
Уровень 15 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 pt 1 pt
Уровень 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