

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

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Capacity

Portée Misfire Bonus d'attaque Dégâts Critique
m cases **1** - (m) **d** **x**

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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 *
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

Trompe-la-mort

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

Tir Étourdissant

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