

GUNSLINGER

Pistolero Nivel

GRIT

GRIT POINTS

AL DÍA

Misc

pts = SAB +

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

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

ARMAS DE FUEGO

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,)

d1

x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,)

d1

x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,)

d1

x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,)

d1

x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,)

d1

x

Hazañas

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

Prepara un arma de fuego rota como acción estándar

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