

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS PER DAY

pts = **WIS** + Misc

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

DAMAGE BONUS

= **DEX**

MISFIRE VALUE

2

FIREARMS

FIREARMS

					Capacity
Range	Misfire	Aanvalsbonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Aanvalsbonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Aanvalsbonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Aanvalsbonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Aanvalsbonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	

DEEDS

NIMBLE

NIMBLE DODGE BONUS

Gunslinger
Level

+ **PK** = (+ 2) ÷ 4 (Naar beneden afgerond)

BONUS PRESTATIES

Level

4

Level

8

Level

12

Level

16

Level

20

TRUE GRIT

Level

20

Any 2 deeds except Slinger's Luck

Deadeye

Use touch AC beyond first range increment 1 pt per range increment

Level
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) *

Level
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 *

Level
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

Level
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) *

Level
15

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

Level
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