

GUNSLINGER

Pistolero Nivel

GRIT

GRIT POINTS

AL DÍA

Misc

pts = SAB +

pts

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

ARMAS DE FUEGO

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

d00

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

d00

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

d00

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

d00

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

d00

x

Hazañas

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

	Disparo de precisión	Usa ataque de toque mas allá del primer incremento de alcance	Coste
Nivel 1	Esquiva del pistolero	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	1 pt
	Desencasquillado rápido	Repara un arma de fuego rota como acción estándar	1 pt to fix as a move action)
	Gunslinger Initiative	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)	*
Nivel 3	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	*
Nivel 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
	Herida Sangrante	Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage	1 pt 2 pt
Nivel 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	*
Nivel 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
Nivel 19	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 pt
	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		