

# 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  
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+ **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  
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)

### 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

★

### 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

### 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 pt  
1 pt

### 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