

# GUNSLINGER

Gunslinger  
Level

## GRIT

### GRIT POINTS

PER DAY

Outros

pts = **SAB** +

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

### DANO BÔNUS

### MISFIRE VALUE

= **DES**

**2**

### FIREARMS

## FIREARMS

Capacidade

Alcance Misfire Bônus de Ataque Dano Crítico  
m m<sup>2</sup> 1 - ( m)  **d** **x**

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## DEEDS

Custo

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

Nível **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) \*

Nível **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 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 \*

Nível **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

Nível **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 \*

Nível **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) 2 pt  
Reroll a skill check 1 pt

Nível Cheat Death On falling to 0hp or below, restore to 1hp **all remaining pts**

**19** 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

## NIMBLE

### NIMBLE DODGE BONUS

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+ **CA** = (  + 2 ) ÷ 4 (Arredonda para Baixo)

## TALENTO BÔNUS

Nível

**4**

Nível

**8**

Nível

**12**

Nível

**16**

Nível

**20**

## TRUE GRIT

Nível

**20**

Any 2 deeds except Slinger's Luck