FIREARMS Gunslinger **MYSTERIOUS** Level Capacity STRANGER Бонус Атаки Урон Критический (GUNSLINGER) Misfire Дальность 1 ф GRIT фт **GRIT POINTS** Capacity PER DAY Прочее Бонус Атаки Урон Критический Misfire = XAP +Дальность очк 1 ф KB Capacity очк Бонус Атаки Урон Критический Дальность Misfire Successful critical hit with a firearm +1 grit point 1 ф) фт Killing blow with a firearm +1 grit point Capacity Daring acts GM's ruling STRANGER'S FORTUNE Бонус Атаки Урон Критический Дальность Misfire Уровень Ignore a firearm misfire as a free action a number of 5 times per day equal to CHA 1 ф фт **GUN TRAINING** Capacity БОНУС УРОНА MISFIRE VALUE Бонус Атаки Урон Критический Misfire Лальность = ЛОВ 2 d 1 фт) фт KB **FIREARMS** DEEDS Deadeye Use touch AC beyond first range increment 1 pt per range increment ^{Уровень}Focused Aim As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn. Move 5ft immediately; +2 AC against triggering attack LUCKY Gunslinger's Dodge Alternatively, drop prone for +4 AC Gunslinger LUCKY WILL SAVE BONUS Level **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 Уровень Also, CMB to knock prone (Округлять к меньшему) 3 **Utility Shot** Blast lock or БОНУСНЫЕ ЧЕРТЫ Shoot unattended object or Уровень Stop bleeding 4 Уровень **Dead Shot** Roll all attacks, additional hits add dice 8 Startling Shot On a miss, target is flat footed till its next turn Уровень ^{Уровень}Targeting **12** As a full round, target a part of the body: 7 Arms: drops one carried item (no damage) Уровень Head: confused for one round 16 Legs: knocked prone Уровень Torso: 19-20 critical range 20 Wings: begins to fall TRUE GRIT If a firearm attack misses, deal half the damage the attack would have Clipping Shot dealt if it hit. May be used after rolling a miss, cannot be used with Уровень Уровень

11

Уровень

19

Expert Loading

Slinger's Luck

Cheat Death

Stunning Shot

Death's Shot

Evasive

^{Уровень} Menacing Shot

Lightning Reload

20

Any 2 deeds except Slinger's Luck

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all remaining pts

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dead shot or reduced with Signature Deed or similar effect.

On a hit, Fort (DC 10 + 1/2 level + WIS) or stunned for 1 round

Reload as a swift action once per round (with Rapid Reload, free action)

Keep a broken gun from exploding on a misfire

Gain Evasion and Improved Uncanny Dodge

Shoot into the air to inspire fear within 30ft

Reroll a saving throw (must take second roll)

On falling to Ohp or below, restore to 1hp

On a critical, Fort (DC 10 + 1/2 level + DEX) or die

Reroll a skill check

* Deeds with no cost are only available while you have at least 1 grit point remaining