MYSTERIOUS STRANGER
(GUNSLINGER)

Pistolero Nivel ☐

ARMAS DE FUEGO

		Capacidad			
Alcance	Misfire		Bon de Ataque	Daño	Crítico
, c	1 -	(,)		d00	×

		Capacidad			
Alcance	Misfire		Bon de Ataque	Daño	Crítico
, c	1 -	(,)		d00	×

		Capacidad			
Alcance	Misfire		Bon de Ataque	Daño	Crítico
, c	1 -	(,)		d00	×

		Capacidad			
Alcance	Misfire		Bon de Ataque	Daño	Crítico
, c	1 -	(,)		d00	×

		Capacidad			
Alcance	Misfire		Bon de Ataque	Daño	Crítico
, c	1 -	(,)		d00	×

GRIT

GRIT POINTS
AL DÍA   Misc

☐ pts = **CAR** + _____

_____ pts

Successful critical hit with a firearm	+1 Punto de agallas
Killing blow with a firearm	+1 Punto de agallas
Proezas	GM's ruling

STRANGER'S FORTUNE

Nivel **5** — Ignore a firearm misfire as a free action a number of times per day equal to **CHA**

GUN TRAINING

DAÑO BONUS

☐ = **DES**   **MISFIRE** VALUE **2**

ARMAS DE FUEGO

_____

LUCKY

LUCKY
WILL SAVE BONUS   Pistolero Nivel

☐ + **VOL** = (_____ + 2) ÷ 4
(Redondear abajo)

DOTES ADICIONALES

Nivel	
4	
8	
12	
16	
20	

TRUE GRIT

Nivel **20** _____

Any 2 deeds except Slinger's Luck

Hazañas

			Coste
Nivel **1**	Disparo de precisión	Usa ataque de toque mas allá del primer incremento de alcance	1 per range increment
	Focused Aim	As a swift action, gain a bonus on all firearm damage rolls equal to **CHA** until the end of turn.	1 pt
	Esquiva del pistolero	Move 5ft immediately; +2 AC against triggering attack. Alternatively, drop prone for +4 AC	1 pt
Nivel **3**	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	*
Nivel **7**	Disparo certero	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
Nivel **11**	Clipping Shot	If a firearm attack misses, deal half the damage the attack would have dealt if it hit. May be used after rolling a miss, cannot be used with dead shot or reduced with Signature Deed or similar effect.	1 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)	*
Nivel **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) / 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 aturdido 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