

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS PER DAY

Inne

ptk

= RZT +

ptk

Successful critical hit with a firearm

+1 grit point

Killing blow with a firearm

+1 grit point

Daring acts

GM's ruling

GUN TRAINING

UNIKI PREMIA

MISFIRE VALUE

= ZR

2

FIREARMS

FIREARMS

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

(m)

k00

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

(m)

k00

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

(m)

k00

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

(m)

k00

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

(m)

k00

x

DEEDS

Koszt

Deadeye

Use touch AC beyond first range increment

1 pt per range increment

Poziom
1

Gunslinger's Dodge

Move 5ft immediately; +2 AC against triggering attack
Alternatively, drop prone for +4 AC

1 ptk

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 ptk

Utility Shot

Blast lock or
Shoot unattended object or
Stop bleeding

*

Dead Shot

Roll all attacks, additional hits add dice

1 ptk

Startling Shot

On a miss, target is flat footed till its next turn

*

Poziom
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 ptk

Bleeding Wound

Bleed damage equal to **DEX**
Alternatively, 1 pt Strength, Dexterity or Constitution damage

1 ptk
2 ptk

Poziom
11

Expert Loading

Keep a broken gun from exploding on a misfire

1 ptk

Lightning Reload

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

*

Evasive

Gain Evasion and Improved Uncanny Dodge

*

Poziom
15

Strzał Grozy

Shoot into the air to inspire fear within 30ft

1 ptk

Slinger's Luck

Reroll a saving throw (must take second roll)
Reroll a skill check

2 ptk
1 ptk

Poziom
19

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 ptk

Death's Shot

On a critical, Fort (DC 10 + ½ level + **DEX**) or die

1 ptk

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

ZWINNY

ZWINNOŚĆ

Gunslinger
Level

PREMIA DO UNIKU

+

KP

=

(

+

2

) ÷ 4

(Zaokrąglane w dół)

ATUTY PREMIOWE

Poziom

4

Poziom

8

Poziom

12

Poziom

16

Poziom

20

TRUE GRIT

Poziom

20

Any 2 deeds except Slinger's Luck