

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS
PER DAY

Прочее

очк = МУД +

ОЧК

Successful critical hit with a firearm +1 grit point
Killing blow with a firearm +1 grit point
Daring acts GM's ruling

GUN TRAINING

БОНУС УРОНА

MISFIRE VALUE

= ЛОВ

2

FIREARMS

FIREARMS

Capacity

Дальность Misfire Бонус Атаки Урон Критический
фт кв 1 - (фт) d

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фт кв 1 - (фт) d

DEEDS

NIMBLE

NIMBLE
DODGE BONUS

Gunslinger
Level

+ K3 = (+ 2) ÷ 4 (Округлять к меньшему)

БОНУСНЫЕ ЧЕРТЫ

Уровень
4

Уровень
8

Уровень
12

Уровень
16

Уровень
20

TRUE GRIT

Уровень
20

Any 2 deeds except Slinger's Luck

Deadeye

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

Уровень 1 Gunslinger's Dodge

Move 5ft immediately; +2 AC against triggering attack
Alternatively, drop prone for +4 AC 1 оч

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) *

Уровень 3 Pistol-whip

Surprise melee attack. One handed: d6/d4 Two handed: d10/d8
Also, CMB to knock prone 1 оч

Utility Shot

Blast lock or
Shoot unattended object or
Stop bleeding *

Dead Shot

Roll all attacks, additional hits add dice 1 оч

Startling Shot

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

Уровень 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 оч

Bleeding Wound

Bleed damage equal to **DEX**
Alternatively, 1 pt Strength, Dexterity or Constitution damage 1 оч
2оч

Уровень 11 Expert Loading

Keep a broken gun from exploding on a misfire 1 оч

Lightning Reload

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

Уровень 15 Evasive

Gain Evasion and Improved Uncanny Dodge *

Уровень 15 Menacing Shot

Shoot into the air to inspire fear within 30ft 1 оч

Slinger's Luck

Reroll a saving throw (must take second roll)
Reroll a skill check 2оч
1 оч

Уровень 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 2оч

Death's Shot

On a critical, Fort (DC 10 + ½ level + **DEX**) or die 1 оч

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