

GUNSLINGER

Pistolero Nivel

GRIT

GRIT POINTS

AL DÍA

pts = SAB + Misc

pts

Successful critical hit with a firearm +1 Punto de agallas

Killing blow with a firearm +1 Punto de agallas

Proezas GM's ruling

GUN TRAINING

DAÑO BONUS

DES

MISFIRE VALUE

2

ARMAS DE FUEGO

ARMAS DE FUEGO

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,) d x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,) d x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,) d x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,) d x

Capacidad

Alcance Misfire Bon de Ataque Daño Crítico

1 - (,) d x

Hazañas

Ágil

NIMBLE

DODGE BONUS

+ CA = (+ 2) ÷ 4 (Redondear abajo)

DOTES ADICIONALES

Nivel 4

Nivel 8

Nivel 12

Nivel 16

Nivel 20

TRUE GRIT

Nivel 20

Any 2 deeds except Slinger's Luck

Disparo de precisión Usa ataque de toque mas allá del primer incremento de alcance +1 pt

Esquiva del pistolero Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC 1 pt

Desencasquillado rápido para un arma de fuego rota como acción estándar (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 pt

Utility Shot Blast lock or Shoot unattended object or Stop bleeding *

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

Herida Sangrante Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage 1 pt 2 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) *

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

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 aturrido 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