

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS

PER DAY

Outros

pts

 = **SAB** +

pts

Successful critical hit with a firearm

+1 grit point

Killing blow with a firearm

+1 grit point

Daring acts

GM's ruling

GUN TRAINING

DAMAGE BONUS

MISFIRE VALUE

 = **DES****2**

FIREARMS

FIREARMS

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(

m)

d

x

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(

m)

d

x

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(

m)

d

x

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(

m)

d

x

Capacity

Alcance

Misfire

Bônus de Ataque

Dano

Crítico

m

m²

1 -

(

m)

d

x

DEEDS

Custo

Deadeye

Use touch AC beyond first range increment

1 pt per range increment

Nível
1

Gunslinger's Dodge

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

1 pt

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 pt

Utility Shot

Blast lock or
Shoot unattended object or
Stop bleeding

★

Dead Shot

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

Bleeding Wound

Bleed damage equal to **DEX**
Alternatively, 1 pt Strength, Dexterity or Constitution damage1 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 check2 pt
1 pt

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 pt

Death's Shot

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

1 pt

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

NIMBLE

NIMBLE

DODGE BONUS

Gunslinger
Level

+ **CA**

 = (+ 2) ÷ 4 (Arredonda para Baixo)

TALENTO BÔNUS

Nível

4

Nível

8

Nível

12

Nível

16

Nível

20

TRUE GRIT

Nível

20

Any 2 deeds except Slinger's Luck