

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS

AL DÍA

Misc

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

DAÑO BONUS

= **DES**

MISFIRE VALUE

2

ARMAS DE FUEGO

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Capacidad

Alcance Misfire Bon de Ataque Daño Crítico
, c 1 - (,) d

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DEEDS

NIMBLE

NIMBLE DODGE BONUS

Gunslinger
Level

+ **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

Deadeye

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

Nivel
1

Gunslinger's Dodge

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

Quick Clear

Repara 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) *

Nivel
3

Pistol-whip

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

Utility Shot

Blast lock or 1 pt
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 *

Nivel
7

Targeting

As a full round, target a part of the body: 1 pt
Arms: drops one carried item (no damage)
Head: confused for one round
Legs: knocked prone
Torso: 19-20 critical range
Wings: begins to fall

Herida Sangrante

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

Nivel
11

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) 2 pt
Reroll a skill check 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**) or stunned for 1 round 2 pt

Death's Shot

En un crítico, Fort (CD 10 + ½ Nivel + **DEX**) o muere 1 pt

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