

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 BONUS

MISFIRE VALUE

= ZR

2

FIREARMS

FIREARMS

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

( m)

d

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

( m)

d

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

( m)

d

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

( m)

d

x

Capacity

Zasięg

Misfire

Premia do ataku

Obrażenia

Krytyk

m

cm

1 -

( m)

d

x

Bysty

NIMBLE DODGE BONUS

Gunslinger Level

+ 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

	Deadeye	Use touch AC beyond first range increment	Koszt 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 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)	*
Poziom 3	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	*
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 pt
	Bleeding Wound	Bleed damage equal to <b>DEX</b> Alternatively, 1 pt Strength, Dexterity or Constitution damage	1 pt 2 pt
Poziom 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)	*
	Evasive	Gain Evasion and Improved Uncanny Dodge	*
Poziom 15	Strzał Grozy	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
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 + <b>WIS</b> ) or stunned for 1 round	2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die	1 pt
* Deeds with no cost are only available while you have at least 1 grit point remaining			