

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS
PER DAY

Прочее

pts = **WIS** +

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

= **DEX**

2

FIREARMS

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Capacity

Дальность Misfire Бонус Атаки Урон Крит
ft кв 1 - (ft) d

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DEEDS

NIMBLE

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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 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

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

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 *

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 pt

Bleeding Wound

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

Уровень
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 *

Уровень
15 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

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 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