

# 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

## DEEDS

Koszt

### Deadeye

Use touch AC beyond first range increment

1 pt per range increment

### 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 damage

1 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

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

## 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