

## Description:

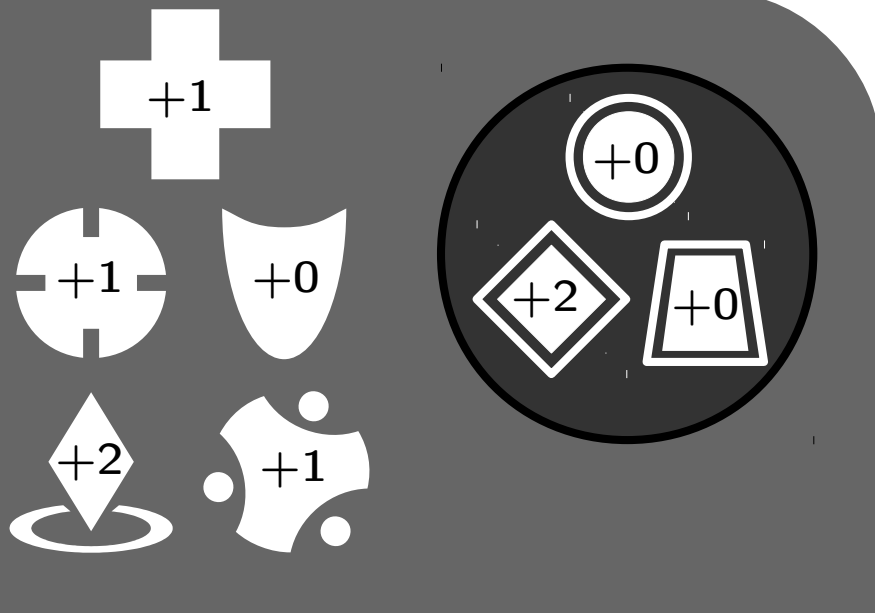
The gunslinger specializes in dual wielding light firearms. With twice as many bullets, and just as much accuracy, a gunslinger can quickly demolish a small army.

## Strategy:

Gunslingers provide excellent crowd control, and can act as a light combat class for a character that otherwise be weak in combat. Having teammates to deal with more bulky enemies and keep your enemies distracted will allow you to use your hail of bullets to maximum effect.

## Starting Bonuses:

- ☐ +1 attack when dual wielding light firearms.
- ☐ +2 Agility, Dexterity, Deceive, Entertain and Piloting
- ☐ **Equipment:** A pair of 2d6 pistols. 3 armour piercing bullets (ignore 5 points of armour) and 3 blank bullets (sound but no damage)



## Character details:

What is the largest number of enemies you have dispatched in one turn this campaign: \_\_\_\_\_

Some backstory details to consider:

Describe the first time you picked up a gun, in as much detail as possible. \_

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Describe a game that you forced all the other characters to play. Ask each player how there characters would have reacted to it. \_\_\_\_\_

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How important is it to prove yourself? How do you want to be remembered? \_\_\_\_\_

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What are your guns called? \_\_\_\_\_

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### Quickdraw

Drawing your guns no longer spends a beat. If you have specialty ammo, you can change the bullets used once per turn for free.

### Ambidexterous

While holding two light guns, you may spend two beats to attack with both, suffering no penalty for using multiple weapons, or for firing from your off hand. Your attacks must be made against separate targets.

### Hail of Bullets

**Requires: Ambidexterous + 2 other feats**

Your ambidextrous attack now allows two attacks per gun per turn. These attacks must all still be focused on different targets.

### Stream of Metal

**Requires: Hail of bullets + 4 other feats**

Your ambidextrous attack now allows THREE attacks per gun per turn. These attacks must still be focused on different targets.

### Momentum

**Requires: 2 Gunslinger feats**

When attacking with light guns, every successful attack gives you a +1 bonus on subsequent attacks until end of turn. These bonuses stack.

An attack is considered successful if your attack roll was high enough to hit and you were attacking a legitimate enemy (shooting a random ally or wall does not grant momentum.)

### For the Fans

You gain a +1 attack and defence bonus as long as you have an audience. Audience can be HeroVid viewers at home, a group of hostages you are saving, the local nobility, or even (if they happen to be fans of yours) the enemies you are fighting against.

### Jumpshot

You may use pistols and revolvers to make counter-attacks whenever you roll critical defence vs melee attacks. Gain +1 critical defence range while wielding pistols or revolvers.

### Juggler

Whenever you are tossed (or otherwise get your hands on) an item during combat you may activate/use the item IMMEDIATELY, even if it is not your turn and you would normally have to wait. Doing so costs one Reaction.

### Flourish

**Requires: 2 Gunslinger feats**

Whenever one of your light gun attacks reduces a character to 0 hit points, you gain an extra attack with the gun in the opposite hand.

### Jackel Shot

**Requires 5 Gunslinger feats**

Once per round per hand you may make an AoO using your pistols - that is to say you may make a RANGED AoO even when such an action is normally forbidden.

Doing so still spends reactions, and can not be done if you have no reactions left. As per usual, damage dealt during this AoO may mess up your target's ability to complete their task.

### Fractured Focus

**Requires 5 Gunslinger feats**

During combat, you are adept at keeping your eyes on a large number of targets. Halve any advantage enemies would get by flanking you. Halve any penalty you would take due to distractions (such as loud noises). Gain +2 on all skill checks needed to keep track of multiple things at the same time.

If you are a Champion, halve the defence penalty you take when attacked by enemies other than your chosen foe. If you are a Strategist, you may make a single light firearm attack while strategizing, and use a single tactic when hailing bullets. If you are a bodyguard gain and additional free defensive interference per turn. Other class specific bonuses potentially available at GM discretion. You gain an additional Reaction every round.

