

GUNSLINGER

Gunslinger Level

GRIT

GRIT POINTS PER DAY

Divers

pts = SAG +

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

FIREARMS

Capacity

Portée Misfire Bonus d'attaque Dommage Critique

pieds cases 1 - (pieds d x

Capacity

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pieds cases 1 - (pieds d x

Capacity

Portée Misfire Bonus d'attaque Dommage Critique

pieds cases 1 - (pieds d x

HABILE

NIMBLE DODGE BONUS

Gunslinger Level

+ CA = (+ 2) ÷ 4 (arrondi à l'inférieur)

DONS SUPPLEMENTAIRES

Niveau 4

Niveau 8

Niveau 12

Niveau 16

Niveau 20

TRUE GRIT

Niveau 20

Any 2 deeds except Slinger's Luck

	Coût
Deadeye	Use touch AC beyond first range increment 1 pt per range increment
Niveau 1 Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack 1 pt Alternatively, drop prone for +4 AC
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) *
Niveau 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 * 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 *
Niveau 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
Niveau 11 Bleeding Wound	Bleed damage equal to DEX 1 pt Alternatively, 1 pt Strength, Dexterity or Constitution damage 2 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) *
Niveau 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
Niveau 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	