

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
<input type="text"/> pieds	cases 1 - <input type="text"/> (<input type="text"/> pieds)	<input type="text"/>	<input type="text"/> d	<input type="text"/> x
				Capacity
Portée	Misfire	Bonus d'attaque	Dommage	Critique
<input type="text"/> pieds	cases 1 - <input type="text"/> (<input type="text"/> pieds)	<input type="text"/>	<input type="text"/> d	<input type="text"/> x
				Capacity
Portée	Misfire	Bonus d'attaque	Dommage	Critique
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				Capacity
Portée	Misfire	Bonus d'attaque	Dommage	Critique
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				Capacity
Portée	Misfire	Bonus d'attaque	Dommage	Critique
<input type="text"/> pieds	cases 1 - <input type="text"/> (<input type="text"/> pieds)	<input type="text"/>	<input type="text"/> d	<input type="text"/> x

DEEDS

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

Deadeye

Use touch AC beyond first range increment 1 pt per range increment

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) *

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 *

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

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) *

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

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