

GUNSLINGER

Pistolero Nivel

GRIT

GRIT POINTS

AL DÍA

Misc

pts = SAB +

pts

Successful critical hit with a firearm

+1 Punto de agallas

Killing blow with a firearm

+1 Punto de agallas

Proezas

GM's ruling

GUN TRAINING

DAÑO BONUS

DES

MISFIRE VALUE

2

ARMAS DE FUEGO

ARMAS DE FUEGO

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

Hazañas

Ágil

NIMBLE

DODGE BONUS

Pistolero Nivel

+ CA

=

(

+ 2

) ÷ 4

(Redondear abajo)

DOTES ADICIONALES

Nivel

4

Nivel

8

Nivel

12

Nivel

16

Nivel

20

TRUE GRIT

Nivel

20

Any 2 deeds except Slinger's Luck

	Disparo de precisión	Usa ataque de toque mas allá del primer incremento de alcance	Coste
Nivel 1	Esquiva del pistolero	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	1 pt
	Desencasquillado rápido	Repara un arma de fuego rota como acción estándar	1 pt to fix as a move action)
	Gunslinger Initiative	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)	*
Nivel 3	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	*
	Disparo certero	Roll all attacks, additional hits add dice	1 pt
	Startling Shot	On a miss, target is flat footed till its next turn	*
Nivel 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
	Herida Sangrante	Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage	1 pt 2 pt
Nivel 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	*
Nivel 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
Nivel 19	Cheat Death	On falling to 0hp or below, restore to 1hp	all remaining pts
	Stunning Shot	Si golpeado, Fort (CD 10 + ½ Nivel + SAB) o aturrido durante 1 asalto	2 pt
	Death's Shot	En un crítico, Fort (CD 10 + ½ Nivel + DES) o muere	1 pt
	* Deeds with no cost are only available while you have at least 1 grit point remaining		