

GUNSLINGER

Gunslinger Level

GRIT

GRIT POINTS PER DAY

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

=

DEX

MISFIRE VALUE

2

ARMES A FEU

ARMES A FEU

Capacity

Portée

Misfire

Bonus d'attaque

Dégâts

Critique

m

cases

1 -

(m)

W%

x

Capacity

Portée

Misfire

Bonus d'attaque

Dégâts

Critique

m

cases

1 -

(m)

W%

x

Capacity

Portée

Misfire

Bonus d'attaque

Dégâts

Critique

m

cases

1 -

(m)

W%

x

Capacity

Portée

Misfire

Bonus d'attaque

Dégâts

Critique

m

cases

1 -

(m)

W%

x

Capacity

Portée

Misfire

Bonus d'attaque

Dégâts

Critique

m

cases

1 -

(m)

W%

x

HABILE

NIMBLE DODGE BONUS

+ 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 increment1 pt per range increment |
| Niveau 1Gunslinger's Dodge | Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC1 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)* |
| Niveau 3Pistol-whip | Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone1 pt |
| Utility Shot | Blast lock or Shoot unattended object or Stop bleeding* |
| Dead Shot | Roll all attacks, additional hits add dice1 pt |
| Startling Shot | On a miss, target is flat footed till its next turn* |
| Niveau 7Targeting | 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 fall1 pt |
| Niveau 11Bleeding Wound | Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage1 pt 2 pt |
| Expert Loading | Keep a broken gun from exploding on a misfire1 pt |
| Lightning Reload | Reload as a swift action once per round (with Rapid Reload, free action)* |
| Niveau 15Evasive | Gain Evasion and Improved Uncanny Dodge* |
| Menacing Shot | Shoot into the air to inspire fear within 30ft1 pt |
| Slinger's Luck | Reroll a saving throw (must take second roll) Reroll a skill check2 pt 1 pt |
| Niveau 19Cheat Death | On falling to 0hp or below, restore to 1hpall remaining pts |
| Stunning Shot | On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round2 pt |
| Death's Shot | On a critical, Fort (DC 10 + ½ level + DEX) or die1 pt |
| * Deeds with no cost are only available while you have at least 1 grit point remaining | |