

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS

AL DÍA

Misc

pts = CAR +

pts

Successful critical hit with a firearm

+1 Punto de agallas

Killing blow with a firearm

+1 Punto de agallas

Proezas

GM's ruling

STRANGER'S FORTUNE

Nivel

5

Ignore a firearm misfire as a free action a number of times per day equal to

CHA

GUN TRAINING

DAÑO BONUS

MISFIRE VALUE

= DES

2

ARMAS DE FUEGO

LUCKY

LUCKY

WILL SAVE BONUS

Pistolero Nivel

+ VOL = (+ 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

ARMAS DE FUEGO

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

'

c

1 -

(,)

d

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

'

c

1 -

(,)

d

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

'

c

1 -

(,)

d

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

'

c

1 -

(,)

d

x

Capacidad

Alcance

Misfire

Bon de Ataque

Daño

Crítico

'

c

1 -

(,)

d

x

Hazañas

Coste

Disparo de precisión

Usa ataque de toque mas allá del primer incremento de alcance

1 pt

Nivel

1

Focused Aim

As a swift action, gain a bonus on all firearm damage rolls equal to

CHA

until the end of turn.

1 pt

Esquiva del pistolero

Move 5ft immediately; +2 AC against triggering attack

Alternatively, drop prone for +4 AC

1 pt

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

Clipping Shot

If a firearm attack misses, deal half the damage the attack would have dealt if it hit. May be used after rolling a miss, cannot be used with dead shot or reduced with Signature Deed or similar effect.

1 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