

GUNSLINGER

Pistolero Nivel

GRIT

GRIT POINTS

AL DÍA

pts

=

SAB

+

Misc

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

Ágil

NIMBLE

DODGE BONUS

+

CA

=

(

+ 2

) ÷ 4

(Redondear hacia abajo)

Nivel

4

Nivel

8

Nivel

12

Nivel

16

Nivel

20

DOTES ADICIONALES

Nivel

20

Any 2 deeds except Slinger's Luck

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

Disparo de precisión

Usa ataque de toque mas allá del primer incremento de alcance

Coste

1 pt

Esquiva del pistolero

Move 5ft immediately; +2 AC against triggering attack  
Alternatively, drop prone for +4 AC

Coste

1 pt

Desencaquillado rápido

Prepara un arma de fuego rota como acción estándar

Coste

1 pt to fix as a move action

Gunslinger Initiative

+2 Initiative; (with Quick Draw, draw firearm as part of initiative)

Coste

\*

Pistol-whip

Surprise melee attack. One handed: d6/d4 Two handed: d10/d8  
Also, CMB to knock prone

Coste

1 pt

Utility Shot

Blast lock or  
Shoot unattended object or  
Stop bleeding

Coste

\*

Disparo certero

Roll all attacks, additional hits add dice

Coste

1 pt

Startling Shot

On a miss, target is flat footed till its next turn

Coste

\*

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

Coste

1 pt

Herida Sangrante

Bleed damage equal to **DEX**  
Alternatively, 1 pt Strength, Dexterity or Constitution damage

Coste

1 pt  
2 pt

Expert Loading

Keep a broken gun from exploding on a misfire

Coste

1 pt

Lightning Reload

Reload as a swift action once per round (with Rapid Reload, free action)

Coste

\*

Evasive

Gain Evasion and Improved Uncanny Dodge

Coste

\*

Menacing Shot

Shoot into the air to inspire fear within 30ft

Coste

1 pt

Slinger's Luck

Reroll a saving throw (must take second roll)  
Reroll a skill check

Coste

2 pt  
1 pt

Cheat Death

On falling to 0hp or below, restore to 1hp

Coste

all remaining pts

Stunning Shot

Si golpeado, Fort (CD 10 + ½ Nivel + **SAB**) or stunned for 1 round

Coste

2 pt

Death's Shot

En un crítico, Fort (CD 10 + ½ Nivel + **DEX**) o muere

Coste

1 pt

\* Deeds with no cost are only available while you have at least 1 grit point remaining