

# GUNSLINGER

Gunslinger  
Level

## GRIT

GRIT POINTS  
PER DAY

Прочее

pts = **WIS** +

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

Дальность Misfire Бонус Атаки Урон Крит  
ft кв 1 - ( ft)  d

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## DEEDS

Цена

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

## NIMBLE

NIMBLE  
DODGE BONUS

Gunslinger  
Level

+ K3 = (  + 2 ) ÷ 4 (Округлять к меньшему)

Бонусные черты

Уровень  
4

Уровень  
8

Уровень  
12

Уровень  
16

Уровень  
20

## TRUE GRIT

Уровень  
20

Any 2 deeds except Slinger's Luck