

GUNSLINGER

Class Sheet

Description: A long-range class that shoots guns at their enemy.

Weapon(s): Guns

Starting Weapon: Pistol (1H, d6)

Starting Equipment: None

Moves:

- Hunter:** +2 to Shoot when shooting at an animal
- Set up Shot (1 SP):** Take a move to set up. Next Shoot roll automatically succeeds
- Burning Shot (1 SP):** Shoot does Fire damage and causes Burn
- Frost Shot (1 SP):** Shoot does Ice damage
- Ricochet:** On Shoot, if the attack misses, you may roll a d6
 - 5-6 ⇒ Do 1d4 damage to a random enemy
 - 2-4 ⇒ Nothing happens
 - 1 ⇒ Ricochet hits ally for 1d4 damage
- Sharpshooter:** Shoot can pierce all armor
- Beyond Sight:** Shoot doesn't require line of sight.
- Leg Shot:** Can Shoot at an enemy's legs to prevent them running or moving
- Threaten:** Brandishing a weapon adds +2 to Diplomacy roll

Class Mastery Move (Requires all other moves in this class to be acquired)

- Barrage (5 SP):** Roll 1d20+2 damage spread across as many enemies as you want

