

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:

✓ **Loud Noises:** Shoot in the air to cause a distraction. All enemies and allies will know your exact location.

Hunter: +2 to Shoot when shooting at an animal

Setup 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

