

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

