

# GUNSLINGER

## Class Sheet

**Description:** A ranged class that is known for their high jumping and dragon-like abilities

**Weapon(s):** Guns

**Starting Weapon:** Pistol (1H, d6)

**Starting Equipment:** None

Moves:

- ☐ **Hunter:** +2 to Shoot when shooting at an animal
- ☐ **Sniper Shot (1 SP):** If hidden, +2 to Shoot
- ☐ **Set up Shot (1 SP):** Take one move to set up a shot. Next Shoot roll automatically succeeds
- ☐ **Burning Shot (1 SP):** Shoot does Fire damage and causes Burn
- ☐ **Ruckus:** Cause a distraction that adds +2 to an ally's next move roll
- ☐ **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 does not require line of sight. Can shoot through objects and in darkness.
- ☐ **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