

The Sharpshooter

Names:

Elf: Elrondir, Chelwin, Pollux, Arachne, Thassius, Yi, Gwrnyr, Helene, Emiya, Lilandre

Human: Duke, Annie, Doc, Blair, Clint, Jessie, Stranger, Natalya, Ollie, Alex

Dwarf: Togo, Violet, Fletch, Beretta, Koch, Derri, Muzz, Stiletto, Brit, Bulleta

Look

Choose one of each:

Sharp Eyes, Dead Eyes, or Hidden Eyes

Perfect Hair, Stylish Hat, or Bald

Professional Clothes, Stylish Clothes, Grim Clothes or Military Garb

Lithe Body, Fit Body, Bony Body, or Flabby Body

Stats:

Your maximum HP is 6+Constitution

Your base damage is d8

Racial Moves:

Elf: When you use Lock On, any weapon you use to volley with gains +1 piercing

Human: Take +1 forward when dealing with the criminal underground

Dwarf: You ignore the clumsy tag on armor and shields, but only when wielding a ranged weapon.

You start with your racial move, as well as the following:

Lock On:

When you **draw a bead on a target**, deal +2d4 damage against that target and -4 damage to anyone else. This effect lasts until the target has been defeated. You can choose a different target at any time, but you take -1 forward against both your old and new targets.

Bag of Tricks:

When you **need a specific piece of ammo for the job**, roll +Dex. On a 10+, you find it no problem. On a 7-9, you find it, but it puts you in a spot; the GM will tell you how. On a miss, you come up short;

either you don't have it now or you don't have it anymore.

Crack Shot:

When you **have them in your sights**, roll +Dex. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but you've ignored something big. When you Volley, you may spend your hold, 1 for 1, for the following effects:

- Kneecap: Slow or hobble an enemy
- Peacemaker: Make an enemy drop whatever he is holding or wearing
- Ricochet: Deal your level in damage to a nearby enemy.
- Stinger: Disorient an enemy for a moment
- Suppression Fire: Give an ally in your weapon's range +1d6 damage forward.

I'm Not There:

When you **need to be somewhere you shouldn't** roll+WIS. On a 10+, you find a way to get in and get out clean. On a 7-9, you find a way to get in clean or a way to get out clean. On a miss, you're stuck.

Alignment

Choose an Alignment:

Good

Aid an ally without their noticing

Lawful

Assassinate a target you've been assigned to

Chaotic

Spur unplanned action with your talents

Evil

Kill a surrendered or defeated enemy

Gear

Your load is 9+Str. You have adventuring gear (5 uses, 1 weight), dungeon rations (5 uses, 1 weight), a bundle of ammo (3 ammo, 1 weight) and a calling card (0 weight), describe it.

Choose your defenses:

Leather armor (1 armor, 1 weight)

Tower shield (+2 armor, clumsy, 3 weight)

Fashionable outfit and 2 healing potions

Choose your armament:

Hunter's bow (near, far, 1 weight)

A pair of repeating crossbows (reach, near, +1 damage, reload, 2 weight)

An ornate musket (far, 2 piercing, messy, forceful, reload, 3 weight)

Many, many knives (near, hand, precise, 3 ammo, 0 weight)

Choose one:

Halfling pipeleaf (0 weight) and 3 coin

Healing Potion

Holdout knife (hand, 1 weight) and bandages

Bundle of ammo (3 ammo, 1 weight)

Bonds

Fill in the name of one of your companions in at least one:

There's a contract out on _____'s head.

_____ doesn't know how ugly this job can get.

_____ and I go back. Way back.

_____ thinks they can save me. Let them try.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Warning Shot:

You may roll+Dex instead of +Con to Defend at a distance. If you do so, you cannot redirect the attack or effect to yourself.

Hawkeye:

When you Lock On to a target, take +1 forward to Discern Realities involving them. You can now see through smoke and darkness.

Gunpoint Diplomacy:

When you Lock On to a target, take +1 ongoing to Parley for as long as you're locked on. "Not getting shot" always counts as something your target wants.

Whitman Fever:

When you volley you may spend extra ammo before rolling. For each ammo spent, you may choose an extra target. Roll once and apply the damage to all targets.

Deadly Precision:

When you use Crack Shot and roll 7+, gain +1 hold.

Multiclass Dabbler:

Choose a move from another class. You count as a character of your level -1 for the purpose of advanced moves.

Overseer:

When you **set the watch for the night**, everyone takes +1 forward to take watch.

Point Blank:

You may hack and slash with a ranged weapon. If you do so, your weapon gains the precise tag.

No Trace:

When you **keep still and out of sight**, enemies never spot you until you make a movement.

Killer's Ken:

When you discern realities, you may ask the GM: "Where is the weakest point" and "Who is marked for death". Take +1 forward when following the GM's advice.

One Bullet Left:

When you **have time to meticulously check and prep your weapons of choice**, hold 1. If and when you run out of ammo, you may spend this hold to gain 1 ammo.

When you gain a level from 6-10, choose from these moves, or the 2-5 moves.

Anti-Artillery:

Requires Countershoot

When you use Countershoot to Defend at a distance, you gain 1 hold, even on a 6-.

All Along the Watchtower

Replaces Overseer

When you set the watch for the night, everyone takes +1 forward to

take watch. After a night in camp where you set the watch, everyone takes +1 forward.

Headshot:

When you roll a 12+ on a volley, if your target has HP equal to or less than your level, you may kill it instantly.

Way of the Bullet:

Requires Point Blank:

When you Hack and Slash with a ranged weapon, on a 10+ you may use an effect from Crack Shot and open yourself up to a counterattack.

All Sorts of Tricks:

You may use Bag of Tricks for anything that could reasonably be considered the right tool for the job, not just ammo.

Bottomless Ammo:

Replaces One Bullet Left:

When you have time to meticulously check and prep your weapons of choice, hold 2. You may spend this hold, one for one, to gain 1 ammo.

Magic Bullet

When **you spend uninterrupted time (about an hour or so) to carve your target's name on a piece of ammo**, you automatically Lock On to them. If you shoot this piece of ammo within range of the named target, it will hit and do maximum damage. This attack ignores armor or any other defenses the target may have. You may only have one Magic Bullet at a time.

Eyes of Death:

When **you lock eyes with your quarry**, roll +Wis. On a 7-9, you freeze them in their tracks until you break eye contact. On a 10+, you take +1 forward against them. On a miss, everyone knows you're a threat.

All-Seeing Eye:

Replaces Hawkeye

When you Lock On to a target, take +1 forward to Discern Realities against them. You can see through smoke, darkness, lies and enchantment, if they would hide your target from you.

Multiclass Initiate:

Requires Multiclass Dabbler

Choose a move from another class. You count as a character of your level -1 for the purposes of Advanced Moves