

Gunslinger

A gunslinger is skilled with the use of any firearm. Gunslingers come in multiple forms. Whether it is getting off quick shots or barraging an enemy with heavy fire, the end goal is always to put a bullet through the head of anyone who pisses you off.

Proficiencies:

- Skills: Small guns, Big Guns, +1 Choice
- Weapons: All Guns
- Armor: Medium Armor

Starting HP: 10 + Endurance Modifier

HP per Level: 2d8 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 5 Perk	Proficiency Bonus
1	Akimbo or Buying Bulk	+1	+0	+0	+2
2	Rapid Reload	+1	+0	+0	+2
3	One Shot Two Shot	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Swiss Cheesed	+0	+0	+1	+4

