



Evasive

Menacing Shot

Slinger's Luck

Cheat Death

Stunning Shot

Death's Shot

Stufe

15

Stufe

19

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						Capacity
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						Capacity
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	Deadeye		Use touch AC	DEEDS beyond first range increm	nent 1 pt p	Kosten per range increment
Stufe 1	-	jer's Dodge	Move 5ft imm			per range increment
	-	jer's Dodge	Move 5ft imme Alternatively, o	beyond first range increm ediately; +2 AC against tr	riggering attack	
	Gunsling Quick Cl	jer's Dodge	Move 5ft immo Alternatively, o Fix a broken fi	beyond first range increm ediately; +2 AC against tr drop prone for +4 AC	riggering attack	per range increment 1 Pkt x as a move action)
1 Stufe	Gunsling Quick Cl	ger's Dodge ear ger Initiative	Move 5ft imm Alternatively, of Fix a broken fit +2 Initiative; (Surprise melec	beyond first range incremediately; +2 AC against transporter for +4 AC rearm as standard action with Quick Draw, draw fire e attack. One handed: d6	iggering attack (1 pt to fi	per range increment 1 Pkt x as a move action)
1	Gunsling Quick Cl Gunsling	ger's Dodge ear ger Initiative hip	Move 5ft imm Alternatively, of Fix a broken fit +2 Initiative; (Surprise mele- Also, CMB to k Blast lock or	beyond first range incremediately; +2 AC against tr drop prone for +4 AC rearm as standard action with Quick Draw, draw fir e attack. One handed: d6 knock prone	iggering attack (1 pt to fi	per range increment 1 Pkt x as a move action)
1 Stufe	Gunsling Quick Cl Gunsling Pistol-w	ger's Dodge ear ger Initiative hip	Move 5ft imm Alternatively, of Fix a broken fit +2 Initiative; (Surprise mele- Also, CMB to k	beyond first range incremediately; +2 AC against tr drop prone for +4 AC rearm as standard action with Quick Draw, draw fir e attack. One handed: d6 knock prone	iggering attack (1 pt to fi	per range increment 1 Pkt x as a move action) stive) * 1 O/d8 1 Pkt
1 Stufe	Gunsling Quick Cl Gunsling Pistol-w	ger's Dodge ear ger Initiative hip	Move 5ft imm Alternatively, of Fix a broken fir +2 Initiative; (Surprise mele- Also, CMB to k Blast lock or Shoot unatten Stop bleeding	beyond first range incremediately; +2 AC against tr drop prone for +4 AC rearm as standard action with Quick Draw, draw fir e attack. One handed: d6 knock prone	iggering attack (1 pt to fine in the fine	per range increment 1 Pkt x as a move action) stive) * 1 O/d8 1 Pkt
1 Stufe	Gunsling Quick Cl Gunsling Pistol-w Utility Sl	ger's Dodge ear ger Initiative hip hot	Move 5ft imm Alternatively, of Fix a broken fir +2 Initiative; (Surprise melec Also, CMB to k Blast lock or Shoot unatten Stop bleeding	beyond first range incremediately; +2 AC against tr drop prone for +4 AC rearm as standard action with Quick Draw, draw fir e attack. One handed: d6 knock prone ded object or	iggering attack (1 pt to finearm as part of initial 6/d4 Two handed: d1	per range increment 1 Pkt x as a move action) ative) 4 0/d8 1 Pkt
1 Stufe	Gunsling Quick Cl Gunsling Pistol-w Utility Sl	ger's Dodge ear ger Initiative hip not ot	Move 5ft imm Alternatively, of Fix a broken fi +2 Initiative; (Surprise melecalso, CMB to k Blast lock or Shoot unatten Stop bleeding Roll all attacks On a miss, tark As a full round Arms: drops Head: confus Legs: knocke	beyond first range incremediately; +2 AC against transperson for +4 AC rearm as standard action with Quick Draw, draw firmer attack. One handed: do knock prone ded object or s, additional hits add dice get is flat footed till its not larger to part of the bodyone carried item (no damed for one round do prone critical range	iggering attack (1 pt to finearm as part of initial 6/d4 Two handed: d1	per range increment 1 Pkt x as a move action) tive) 4 0/d8 1 Pkt 4
Stufe 3	Gunsling Quick CI Gunsling Pistol-w Utility SI Dead Sh Startling	ger's Dodge ear ger Initiative hip not ot g Shot	Move 5ft imm Alternatively, of Fix a broken fire the Also, CMB to ke Also, CMB to ke Blast lock or Shoot unatten Stop bleeding Roll all attack: On a miss, tark As a full round Arms: drops Head: confus Legs: knocke Torso: 19-20 Wings: begin	beyond first range incremediately; +2 AC against transperson for +4 AC rearm as standard action with Quick Draw, draw firmer attack. One handed: do knock prone ded object or s, additional hits add dice get is flat footed till its not larger to part of the bodyone carried item (no damed for one round do prone critical range	e ext turn y: a (1 pt to fi	per range increment 1 Pkt x as a move action) tive) 4 0/d8 1 Pkt 4 1 Pkt 1 Pkt
Stufe 3	Gunsling Quick CI Gunsling Pistol-w Utility SI Dead Sh Startling Targetine	ger's Dodge ear ger Initiative hip hot ot g Shot g	Move 5ft imm Alternatively, of Fix a broken fi +2 Initiative; (Surprise meled Also, CMB to ke Blast lock or Shoot unatten Stop bleeding Roll all attacks On a miss, tark As a full round Arms: drops Head: confus Legs: knocke Torso: 19-20 Wings: begin	beyond first range incremediately; +2 AC against transperson for +4 AC rearm as standard action with Quick Draw, draw firmer attack. One handed: doctook prone ded object or s, additional hits add dice get is flat footed till its nearly transperson for the bodyone carried item (no damed for one round deformer critical range s to fall equal to DEX	earm as part of initia 6/d4 Two handed: d1 e ext turn y: age)	per range increment 1 Pkt x as a move action) tive) 4 0/d8 1 Pkt 4 1 Pkt 1 Pkt
Stufe 3 Stufe 7	Gunsling Quick CI Gunsling Pistol-w Utility SI Dead Sh Startling Targeting	ger's Dodge ear ger Initiative hip hot ot g Shot g	Move 5ft imm Alternatively, of Fix a broken fire the Also, CMB to ke Blast lock or Shoot unatten Stop bleeding Roll all attack: On a miss, tark As a full round Arms: drops Head: confus Legs: knocke Torso: 19-20 Wings: begin	beyond first range incremediately; +2 AC against transperson for +4 AC rearm as standard action with Quick Draw, draw first attack. One handed: do knock prone ded object or s, additional hits add dice get is flat footed till its not person for the body one carried item (no damed for one round ded prone critical range s to fall equal to DEX I pt Strength, Dexterity of	e ext turn y: age) r Constitution damag	per range increment 1 Pkt x as a move action) tive) * 10/d8 1 Pkt * 1 Pkt * 1 Pkt 1 Pkt 1 Pkt

Gain Evasion and Improved Uncanny Dodge

Shoot into the air to inspire fear within 30ft

Reroll a saving throw (must take second roll)

On falling to Ohp or below, restore to 1hp

On a critical, Fort (DC 10 + 1/2 level + DEX) or die

On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WE) or stunned for 1 round

Reroll a skill check

* Deeds with no cost are only available while you have at least 1 grit point remaining

1 Pkt

2 pt

1 Pkt

2 pt 1 Pkt

all remaining pts