

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS

PRO TAG

Sonstiges

Pkt = **WE** +

Pkt.

Successful critical hit with a firearm +1 grit point
Killing blow with a firearm +1 grit point
Daring acts GM's ruling

GUN TRAINING

SCHADENS- BONUS

MISFIRE VALUE

= **GE**

2

FIREARMS

NIMBLE

NIMBLE DODGE BONUS

Gunslinger
Level

+ **RK** = (+ 2) ÷ 4 (abrunden)

BONUSTALENTE

Stufe

4

Stufe

8

Stufe

12

Stufe

16

Stufe

20

TRUE GRIT

Stufe

20

Any 2 deeds except Slinger's Luck

FIREARMS

Capacity

Reichweite Misfire Angriffsbonus Schaden Kritisch
m Fe **1** - (m) **W** **x**

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DEEDS

Kosten

Deadeye Use touch AC beyond first range increment 1 pt per range increment

Stufe **1** Gunslinger's Dodge Move 5ft immediately; +2 AC against triggering attack 1 Pkt
Alternatively, drop prone for +4 AC

Quick Clear Fix a broken firearm as standard action (1 pt to fix as a move action)

Gunslinger Initiative +2 Initiative; (with Quick Draw, draw firearm as part of initiative) *

Stufe **3** Pistol-whip Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 1 Pkt
Also, CMB to knock prone

Utility Shot Blast lock or Shoot unattended object or Stop bleeding *

Dead Shot Roll all attacks, additional hits add dice 1 Pkt

Startling Shot On a miss, target is flat footed till its next turn *

Stufe **7** Targeting As a full round, target a part of the body: 1 Pkt
Arms: drops one carried item (no damage)
Head: confused for one round
Legs: knocked prone
Torso: 19-20 critical range
Wings: begins to fall

Stufe **11** Bleeding Wound Bleed damage equal to **DEX** 1 Pkt
Alternatively, 1 pt Strength, Dexterity or Constitution damage 2 pt

Expert Loading Keep a broken gun from exploding on a misfire 1 Pkt

Lightning Reload Reload as a swift action once per round (with Rapid Reload, free action) *

Stufe **15** Evasive Gain Evasion and Improved Uncanny Dodge *

Menacing Shot Shoot into the air to inspire fear within 30ft 1 Pkt

Slinger's Luck Reroll a saving throw (must take second roll) 2 pt
Reroll a skill check 1 Pkt

Stufe **19** Cheat Death On falling to 0hp or below, restore to 1hp all remaining pts

Stunning Shot On a hit, Fort (DC 10 + ½ level + **WE**) or stunned for 1 round 2 pt

Death's Shot On a critical, Fort (DC 10 + ½ level + **DEX**) or die 1 Pkt

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