

# 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  
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+ **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

Reichweite Misfire  Angriffsbonus  Schaden  Kritisch

Reichweite Misfire  Angriffsbonus  Schaden  Kritisch

Reichweite Misfire  Angriffsbonus  Schaden  Kritisch

Reichweite Misfire  Angriffsbonus  Schaden  Kritisch

## 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) \*

Evasive Gain Evasion and Improved Uncanny Dodge \*

Stufe **15** 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