

# GUNSLINGER

Gunslinger  
Level

## GRIT

### GRIT POINTS

PER DAY

Sonstiges

pts = **WE** +

pts

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

## GUN TRAINING

### DAMAGE BONUS

= **GE**

### MISFIRE VALUE

**2**

### FIREARMS


## NIMBLE

### NIMBLE DODGE BONUS

Gunslinger  
Level

+ **RK** = (  + 2 ) ÷ 4 (abrunden)

## BONUS FEATS

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 )	<input type="text"/>	d	x	
					Capacity
Reichweite	Misfire	ANGRIFFSBONUS	Schaden	Kritisch	
m	Fe 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Reichweite	Misfire	ANGRIFFSBONUS	Schaden	Kritisch	
m	Fe 1 - ( m )	<input type="text"/>	d	x	
					Capacity
Reichweite	Misfire	ANGRIFFSBONUS	Schaden	Kritisch	
m	Fe 1 - ( m )	<input type="text"/>	d	x	

## 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 Alternatively, drop prone for +4 AC	1 pt
	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 Also, CMB to knock prone	1 pt
	Utility Shot	Blast lock or Shoot unattended object or Stop bleeding	*
	Dead Shot	Roll all attacks, additional hits add dice	1 pt
	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: Arms: drops one carried item (no damage) Head: confused for one round Legs: knocked prone Torso: 19-20 critical range Wings: begins to fall	1 pt
	Bleeding Wound	Bleed damage equal to <b>DEX</b> Alternatively, 1 pt Strength, Dexterity or Constitution damage	1 pt 2 pt
Stufe 11	Expert Loading	Keep a broken gun from exploding on a misfire	1 pt
	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 pt
	Slinger's Luck	Reroll a saving throw (must take second roll) Reroll a skill check	2 pt 1 pt
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 + <b>WIS</b> ) or stunned for 1 round	2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die	1 pt

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