

# GUNSLINGER

Gunslinger  
Level

## GRIT

### GRIT POINTS

#### PRO TAG

Sonst.

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

= **GE**

### MISFIRE VALUE

**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  Kritischer Treffer

Reichweite Misfire  Angriffsbonus  Schaden  Kritischer Treffer

Reichweite Misfire  Angriffsbonus  Schaden  Kritischer Treffer

Reichweite Misfire  Angriffsbonus  Schaden  Kritischer Treffer

Reichweite Misfire  Angriffsbonus  Schaden  Kritischer Treffer

## 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 pt  
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 pt  
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 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: 1 pt  
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 pt  
Alternatively, 1 pt Strength, Dexterity or Constitution damage 2 pt

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) \*

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

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

Slinger's Luck Reroll a saving throw (must take second roll) 2 pt  
Reroll a skill check 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 + **WE**) or stunned for 1 round 2 pt

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

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