

K	BON	NUST	+ 2 ALEN		(abru	nden)
	BON	JUST	ALEN'			, , , , , , , , , , , , , , , , , , ,
	1	RUE	GRIT			*
	dondo o			TRUE GRIT		

Evasive

Menacing Shot

Slinger's Luck

Cheat Death

Stunning Shot

Death's Shot

Stufe

**15** 

Stufe

19

``					]	FIREARMS			-
П								Capacity	
Point	nweite		Misfire			Angriffsbonus	Schaden	Kritischer Treffe	r
Neici	m	Fe	1 -	(	m)		d	×	
					, _			Capacity	_
l						Angriffsbonus	Schaden	Kritischer Treffe	r
Reich	nweite	Γ.	Misfire  1 -	(	)		d	×	
	m	Fe	_	(	m) C		) <u>u</u>	Capacity	_
						Angriffsbonus	Schaden	Kritischer Treffe	r
Reich	nweite		Misfire	(		Aligitiisbolius			
H	m	Fe	1-	(	m) C		]d	Capacity	
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Reich	nweite		Misfire	,		Angriffsbonus	Schaden	Kritischer Treffe	r
	m	Fe	1.	(	m) _			X	
								Capacity	
Reich	nweite		Misfire			Angriffsbonus	Schaden	Kritischer Treffe	r
	m	Fe	1 -	(	m) _		d	×	
*						DEEDS			, i
								Kost	on
Deadeye									
Stufo	-		Dl			beyond first range increme		oer range increme	nt
Stufe <b>1</b>	Deadeye Gunslin		Dodge	Мо	ve 5ft imm	beyond first range increme nediately; +2 AC against trig drop prone for +4 AC		oer range increme	
	-	ger's	Dodge	Mo Alt	ove 5ft imm ernatively,	nediately; +2 AC against trig	gering attack	oer range increme	pt
	Gunslin	ger's lear		Mo Alt Fix	ove 5ft imm ernatively, a broken f	nediately; +2 AC against trig drop prone for +4 AC	gering attack (1 pt to fi	per range increme 1 x as a move actio	pt
<b>1</b> Stufe	Gunslin	ger's lear ger In		Mo Alt Fix +2	ove 5ft imm ernatively, a a broken f Initiative;	nediately; +2 AC against trig drop prone for +4 AC Trearm as standard action	gering attack (1 pt to fi	eer range increme  1  x as a move action  ative)	pt on)
1	Gunslin Quick C	ger's lear ger Ir		Ho Alt Fix +2 Sui Als Bla	ove 5ft immernatively, a a broken f Initiative; crprise mele so, CMB to ast lock or	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/o knock prone	gering attack (1 pt to fi	eer range increme  1  x as a move action  ative)	pt nt
<b>1</b> Stufe	Gunsline Quick C Gunsline Pistol-w	ger's lear ger Ir vhip shot		Ho Altr	ove 5ft imm ernatively, a broken f Initiative; rprise mele to, CMB to ast lock or oot unatter op bleeding	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/o knock prone	gering attack (1 pt to fi	x as a move actionative)	pt *
Stufe 3	Gunsling Quick C Gunsling Pistol-w Utility S	ger's lear ger In whip Shot	nitiative	Ho Altri Fix +2 Sun Als Bla Sho Sto	ove 5ft imm ernatively, a broken f Initiative; rprise mele so, CMB to ast lock or oot unatter op bleeding	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/o knock prone	gering attack (1 pt to finitians as part of initians)	x as a move actionative)	pt *
<b>1</b> Stufe	Gunsling Quick C Gunsling Pistol-w Utility S Dead Sh	ger's lear ger Ir whip shot not g Sho	nitiative	Hoo Alt Fix +2 Sun Als Blash Sto	ove 5ft immernatively, a a broken f Initiative; Inprise mele so, CMB to ast lock or oot unatter op bleeding II all attack a miss, tar a full roun rms: drops ead: confue	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw fireate attack. One handed: d6/oknock prone (with a dick prone for the body: one carried item (no damaged for one round ed prone (controlled).	gering attack (1 pt to finitians) (1 pt to finitians) (1 Two handed: d1) (1 turn	x as a move actionative)	pt *
Stufe 3 Stufe 7	Gunsling Quick C Gunsling Pistol-w Utility S Dead Sh Startling	ger's  lear ger In whip hot gg Sho	nitiative	Hoo Althory House	ove 5ft imm ernatively, a broken f Initiative; I rprise mele so, CMB to sot unatter op bleeding II all attack a miss, tar a full roun- rms: drops ead: confu- egs: knock- prise: begir	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw fireate attack. One handed: d6/dknock prone (with a dick fireate attack) and dick fireate attack. One handed: d6/dknock prone (with a dick fireate attack) and dick fireate attack (with a dick fire	gering attack (1 pt to find the find th	eer range increme  1  x as a move action  ative)  10/d8 1	pt * pt pt
Stufe 3	Gunsling Quick C Gunsling Pistol-w Utility S  Dead Sh Startling Targetin	ger's lear ger Ir whip hot gg Sho	nitiative ot	Hoo Alt Hoo Al	ove 5ft imm ernatively, a broken for Initiative; Initi	nediately; +2 AC against trig drop prone for +4 AC firearm as standard action (with Quick Draw, draw fireate attack. One handed: d6/oknock prone for the body: one carried item (no damaged for one round ed prone for cound ed prone for cound ed prone for cound ed prone for the following for the follow	gering attack (1 pt to find the find th	x as a move action ative)  10/d8 1  1  1  1  1  1  1  1  1	pt * pt pt pt

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 pt

2 pt

1 pt

2 pt

1 pt

all remaining pts