



						FIREARMS		Capacity
Range	!		Misfire			Attack Bonus	Damage	Critical
	ft	sq	1 -	(ft)			×
								Capacity
Range	!		Misfire			Attack Bonus	Damage	Critical
	ft	sq	1 -	(ft)		d	×
								Capacity
Range	!		Misfire			Attack Bonus	Damage	Critical
3	ft	sq	1 -	(ft)		d	×
								Capacity
Range			Misfire			Attack Bonus	Damage	Critical
nange	ft	sq	1 -	(ft)		d	×
	- 10	- 54			117 C			Capacity
						Attack Bonus	Damage	Critical
Range	ft	0.00	Misfire 1 -	(ft)		d	×
_	II	sq		_	11/	DEEDS	/ <u> </u>	
				AIL	ernatively	, drop prone for +4 AC		1 р
evel 3	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin	ger Ir hip hot ot		+2 Sur Also Bla Sho Sto Rol On	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta	firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/d knock prone ended object or g ks, additional hits add dice arget is flat footed till its nex	arm as part of initiat 4 Two handed: d10,	as a move action
3	Gunsling Pistol-w Utility S Dead Sh Startling Targetin	ger Ir hip hot ot g Sho	ot und	+2 Surr Als Bla Sho Sto On As Arr He Lee Too Wii	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: knock rso: 19-2 ngs: begin	firearm as standard action (with Quick Draw, draw fireat ee attack. One handed: d6/d knock prone ended object or g ks, additional hits add dice arget is flat footed till its nex end, target a part of the body: cone carried item (no damag used for one round ed prone 0 critical range ens to fall ge equal to DEXAlternatively	arm as part of initiat 4 Two handed: d10, t turn e)	as a move action ive) /d8 1 p
7	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding	ger Ir hip hot ot g Sho g	und ng	Fix +2 Sur Als: Blaa Sho Sto On As Arri He Lee Wii Ble Kee	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: hock rso: 19-2 ngs: begin	firearm as standard action (with Quick Draw, draw fireat dee attack. One handed: d6/d knock prone ended object or g des, additional hits add dice arget is flat footed till its nex and, target a part of the body: des one carried item (no damag sed for one round ded prone 0 critical range as to fall ge equal to DEXAlternatively en gun from exploding on a next	arm as part of initiat 4 Two handed: d10, t turn e) y, 1 pt Strength, Dex	as a move action ive) /d8 1 p
7 revel	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin	ger Ir hip hot ot g Sho g	und ng	+2 Surr Als: Blaa Sho Sto Roll On As Arri He Lee Too Wii Ble Keee	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: hock rso: 19-2 ngs: begin ed damag	firearm as standard action (with Quick Draw, draw fireat dee attack. One handed: d6/d knock prone anded object or g des, additional hits add dice arget is flat footed till its nex and, target a part of the body: des one carried item (no damag sed for one round ded prone 0 critical range as to fall ge equal to DEXAlternatively en gun from exploding on a n swift action once per round (arm as part of initiat 4 Two handed: d10, t turn e) y, 1 pt Strength, Dex	as a move action ive) /d8 1 p
3 3 4 7 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin	ger Irr hip hot ot g Sho g Wou	und ng load	+2 Surr Als Bla Sho Sto Rol On As Arrr He Lei Toi Wii Ble Keee Rel	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full roun ms: drops ad: confu gs: knock sso: 19-2 ngs: begin ed damag ep a broke oad as a s n Evasion	firearm as standard action (with Quick Draw, draw fireat dee attack. One handed: d6/d knock prone ended object or g ks, additional hits add dice arget is flat footed till its nex and, target a part of the body: one carried item (no damag ised for one round ded prone 0 critical range ins to fall ge equal to DEXAlternatively en gun from exploding on a n swift action once per round (name) and Improved Uncanny Dod	t turn y, 1 pt Strength, Dexnisfire (with Rapid Reload,	as a move action ive) /d8 1 p 1 p terity or Constitute 2 p 1 p free action)
3	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin	ger Inhiphot ot ot g Woo	und ng load	+2 Surr Alss Blaa Shoc Sto Rol On As Arr He Lee Tool Will Ble Keee Rel Gai Shoc Rer	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: knock rso: 19-2 ngs: begin ed damag ep a broke oad as a s n Evasion oot into th	firearm as standard action (with Quick Draw, draw firear dee attack. One handed: d6/d knock prone ended object or g des, additional hits add dice arget is flat footed till its nex and, target a part of the body: de one carried item (no damag used for one round ded prone 0 critical range ans to fall de equal to DEXAlternatively den gun from exploding on a n swift action once per round (and Improved Uncanny Dod and	arm as part of initiat 4 Two handed: d10, t turn e) y, 1 pt Strength, Dex nisfire (with Rapid Reload,	as a move action ive) /d8 1 p terity or Constitute 2 p free action)
7	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin Evasive Menacin Slinger's	ger Inhiphot ot ot g Sho g wooding Rei	und ng load	+2 Surr Alss Blaa Shoc Sto Rol On As Arr He Lee Tool Will Ble Keee Rel Gai Shoc Rer	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: knock rso: 19-2 ngs: begin ed damag ep a broke oad as a s n Evasion bot into th	firearm as standard action (with Quick Draw, draw firear dee attack. One handed: d6/d knock prone ended object or g des, additional hits add dice arget is flat footed till its nex and, target a part of the body: de one carried item (no damag used for one round ded prone 0 critical range ans to fall de equal to DEXAlternatively den gun from exploding on a n swift action once per round (and Improved Uncanny Dod and	arm as part of initiat 4 Two handed: d10, t turn e) y, 1 pt Strength, Dex nisfire (with Rapid Reload,	as a move action ive) /d8 1 p 1 p tterity or Constitute 2 p 1 p free action)
3	Gunsling Pistol-w Utility S Dead Sh Startling Targetin Expert L Lightnin Evasive Menacin	ger Irrhip hot ot g Sho g Wou oadii g Rei	und ng load ot k	Fix +2 Surr Alss Blaa Shoc Sto Rol On As Arr He Lee Tool Wii Ble Rel Gai Shoc Rer Rer	a broken Initiative; prise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu gs: knock rso: 19-2 ngs: begin ed damag ep a broke oad as a s n Evasion oot into th ooll a savii oll a skill	firearm as standard action (with Quick Draw, draw firear dee attack. One handed: d6/d knock prone ended object or g des, additional hits add dice arget is flat footed till its nex and, target a part of the body: de one carried item (no damag used for one round ded prone 0 critical range ans to fall de equal to DEXAlternatively den gun from exploding on a n swift action once per round (and Improved Uncanny Dod and	t turn e) y, 1 pt Strength, Dexnisfire (with Rapid Reload, 1)	as a move action ive) /d8 1 p terity or Constitute 2 p free action)

On a critical, Fort (DC 10 + 1/2 level + DEX) or die

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

1 pt

Death's Shot