



X .				FIREARMS		,	
						Capacity	
Rang	10	Misfire		Attack Bonus	Damage	Critical	
many	ft	sq 1-	(ft)		d	×	
		•				Capacity	
Range	IP.	Misfire		Attack Bonus	Damage	Critical	
	ft	sq 1 -	(ft)		d	×	
		•				Capacity	
Rang	IP.	Misfire		Attack Bonus	Damage	Critical	
9	ft	sq 1-	(ft)		d	×	
						Capacity	
Rang	ıe	Misfire		Attack Bonus	Damage	Critical	
	ft	sq 1 -	(ft)		d	×	
		-				Capacity	
Rang	ie .	Misfire		Attack Bonus	Damage	Critical	
_	ft	sq 1 -	(ft)		d	×	
`\				DEEDS		,	
	Doodow	-		401 16 -1 1	1 -4 -	Cost	
Level 1	Deadeye Gunslinger's Dodge			Use touch AC beyond first range increment 1 pt per range increment Move 5ft immediately; +2 AC against triggering attack 1			
				Alternatively, drop prone for +4 AC			
	Quick Clear		Fix a broke	Fix a broken firearm as standard action (1 pt to fix as a move action			
Level 3	Gunslinger Initiative		e +2 Initiativ	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)			
	Pistol-whip			Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 1 pt Also, CMB to knock prone			
	Utility Shot		Shoot una	Blast lock or Shoot unattended object or Stop bleeding			
Level	Dead Shot		Roll all att	Roll all attacks, additional hits add dice			
	Startling Shot		On a miss,	On a miss, target is flat footed till its next turn			
	Targeting		Arms: dro Head: coi Legs: kno Torso: 19	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			
	Bleeding Wound			Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage			
Level	Bleedin	g Wound	Bleed dam Alternative	age equal to DEX ely, 1 pt Strength, Dexterity or	Constitution damag	1 pt e 2 pt	

Reload as a swift action once per round (with Rapid Reload, free action)

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 + 1/2 level + WIS) 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

Lightning Reload

Menacing Shot

Slinger's Luck

Cheat Death

Stunning Shot

Death's Shot

Evasive

Level

15

Level

19