



| | | | | | | 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 | |
| nange | ft | sq | 1 - | (| ft) | | d | × | |
| | | 34 | | | 117 | | | Capacity | |
| | | | | | | Attack Bonus | Damage | Critical | |
| Range | | | Misfire 1 - | (| ر ، | | d | × | |
| | ft | sq | 1 - | (| ft) (| |)u | Capacity | |
| | | | | | | Attack Dan | Damage | , , | |
| Range | | | Misfire | | | Attack Bonus | Damage | Critical | |
| _ | ft | sq | 1 - | (| ft) | | | × | |
| 1 | | | | | | DEEDS | | , | |
| 1 | Gunslinger's Dodge Quick Clear | | | | Move 5ft immediately; +2 AC against triggering attack 1 pt Alternatively, drop prone for +4 AC Fix a broken firearm as standard action (1 pt to fix as a move action) | | | | |
| (| Quick Cl | ear | | | , | | (1 pt to fix | as a move action | |
| | | | nitiativa | Fix | a broken | firearm as standard action | · · · | | |
| (evel | Quick Cl Gunsling Pistol-w | ger Ir | nitiative | Fix +2 Sur | a broken Initiative; | | ırm as part of initiat | ive) | |
| evel F | Gunsling | ger Ir hip | nitiative | +2 Sur Als Bla | a broken Initiative; prise mel o, CMB to st lock or | firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/d knock prone ended object or | ırm as part of initiat | ive) | |
| evel F | Gunsling Pistol-w | ger Ir hip | nitiative | +2 Sur Als Bla Sho | a broken Initiative; prise mel o, CMB to st lock or oot unatte | firearm as standard action (with Quick Draw, draw firea ee attack. One handed: d6/d knock prone ended object or | ırm as part of initiat | ive) /d8 1 p | |
| (.evel 3 | Gunsling Pistol-w Utility S | ger Ir hip hot ot | | +2 Sur Also Bla Sho Sto | a broken Initiative; prise mel o, CMB to st lock or oot unatte up bleedin | firearm as standard action (with Quick Draw, draw firea lee attack. One handed: d6/d knock prone ended object or g | urm as part of initiat 4 Two handed: d10, | ive) /d8 1 p | |
| evel F | Gunsling Pistol-w Utility S | ger Ir hip hot ot | | +2 Surr Als Bla Shc Sto On As Arri He Lei | a broken Initiative; rprise 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 | 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 nd, target a part of the body: c one carried item (no damag sed for one round ed prone 0 critical range | rm as part of initiat 4 Two handed: d10, | ive) /d8 1 r | |
| ((() () () () () () () () () | Gunsling Pistol-w Utility Sl Dead Sh Startling | ger Ir hip hot ot g Sho | ot . | +2 SurrAlsi Bla Shoots Sto Rol On As: Arri He Lei Toi Wii | a broken Initiative; rprise mel o, CMB to st lock or oot unatte op bleedin I all attac a miss, ta a full rour ms: drops add: confu gs: knock tso: 19-2 ngs: begin | 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 nd, target a part of the body: c one carried item (no damag sed for one round ed prone 0 critical range | t turn | ive) /d8 1 p | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin | ger Ir hip hot ot g Sho | und | +2 Surr Als Bla Shosto Roll 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 ed damag | 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 | t turn e) 7, 1 pt Strength, Dex | ive) /d8 1 p | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin Bleeding | ger Ir hip hot ot g Sho g | und ng | +2 Surr Als: Blaa Sho Sto Roll On As: Arri He Lee Too Wii | a broken Initiative; rprise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu grs: 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: cone 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 me | t turn e) 7, 1 pt Strength, Dex | terity or Constitute | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl 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; rprise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu grs: 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 m swift action once per round (| t turn e) 7, 1 pt Strength, Dexnisfire with Rapid Reload, | terity or Constitute 2 presented action) | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin Bleeding Expert L Lightnin | ger Ir hip hot ot J Sho g | 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 op bleedin I all attac a miss, ta a full roum s: drops ad: confu gs: knock sro: 19-2 ngs: begin ed damag ep a broke oad as a s in 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 m swift action once per round (an and Improved Uncanny Dod | t turn e) 7, 1 pt Strength, Dexnisfire with Rapid Reload, | terity or Constituterity or Co | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin Expert L Lightnin Evasive Menacin | ger Irrhip hot ot gy Shoo | und ng load | +2 Surr Als: Blaa Sho Sto Roll On As: Arri He Lee Too Wii Ble Keee Rel Gai | a broken Initiative; rprise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu grs: begin ed damag ep a broke oad as a a in 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: cone 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 m swift action once per round and Improved Uncanny Dod the air to inspire fear within 30 | t turn e) y, 1 pt Strength, Dexnisfire with Rapid Reload, | terity or Constitute 2 professions of the section o | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin Bleeding Expert L Lightnin | ger Irrhip hot ot gy Shoo | und ng load | +2 Surr Alss Blaa Shoc Sto Rol On As Arr He Lee Too Wii Ble Keee Rel Gai Shoc Rer | a broken Initiative; rprise mel o, CMB to st lock or oot unatte p bleedin I all attac a miss, ta a full rour ms: drops ad: confu grs: begin ed damag ep a broke oad as a a in 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 desks, 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 m swift action once per round (and Improved Uncanny Dod and in and Improved Uncanny Dod and in those in the property of the province of the provin | t turn e) y, 1 pt Strength, Dexnisfire with Rapid Reload, | terity or Constituterity or Co | |
| (((((((((((((((((((| Gunsling Pistol-w Utility Sl Dead Sh Startling Targetin Expert L Lightnin Evasive Menacin | ger Irrhip hot ot gy Shooadii gy Re | und ng load | +22 Surr Alss Blaa Shoc Sto Rol On As Arr He Lee Tool Wiil 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 in Evasion bot into th roll a saviir | firearm as standard action (with Quick Draw, draw firear dee attack. One handed: d6/d knock prone ended object or g desks, 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 m swift action once per round (and Improved Uncanny Dod and in and Improved Uncanny Dod and in those in the property of the province of the provin | t turn e) y, 1 pt Strength, Dexnisfire with Rapid Reload, | terity or Constitute 2 presented 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