



19 Stunning Shot

Death's Shot

						FIREARMS		*
								Capacity
Rang	2		Misfire			Attack Bonus	Damage	Critical
. ,	ft	sq	1 -	(ft)		d	×
								Capacity
Rang	0		Misfire			Attack Bonus	Damage	Critical
	ft	sq	1 -	(ft)		d	×
								Capacity
Dona			Misfire			Attack Bonus	Damage	Critical
Rang	e ft	sq	1 -	(ft)		d	×
	10	34			107			Capacity
D			M. C			Attack Bonus	Damage	Critical
Rang	e ft	sq	Misfire 1 -	(ft)		d	×
	11	34		\	117			Capacity
Rang			Misfire			Attack Bonus	Damage	Critical
rang	e ft	sq	1 -	(ft)		d	×
		94		_	107	DEEDS		
1	-	jei s	Dodge			mmediately; +2 AC against triggely, drop prone for +4 AC	gering attack	1 pt
evel	Quick Cl Gunsling Pistol-w	lear ger Ir		Fix +2 Sur	a broke Initiativ	mmediately; +2 AC against triggely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone	(1 pt to fix	x as a move action)
evel	Quick Cl	lear ger Ir		Fix +2 Sur Als Bla	a broke Initiative rprise mo, CMB st lock	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or	(1 pt to fix	x as a move action)
evel	Quick Cl Gunsling Pistol-w Utility S	lear ger Ir whip hot	nitiative	+2 Sur Als Bla Sho Sto	a broke Initiativ rprise m o, CMB st lock boot una	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or	(1 pt to fix	x as a move action) tive) *
evel 3	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling	ger Ir hip hot	nitiative	+2 Sur Als Bla Sho Sto	Initiative prise moo, CMB st lock bot unaup bleed	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or ling	(1 pt to firm as part of initia	x as a move action) tive) * 1/d8 1 pt *
evel	Quick Cl Gunsling Pistol-w Utility S	ger Ir hip hot	nitiative	+2 Surr Als Bla Sho Sto On As Arri	a broke Initiativ prise moo, CMB st lock bot unaup bleed I all att a miss, a full roms: dro ags: knoorso: 19-	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/de to knock prone or ttended object or ling acks, additional hits add dice	(1 pt to fix rm as part of initia 4 Two handed: d10	x as a move action) tive) * 1/d8 1 pt
3 eevel 7	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling	lear ger Ir hhot ot ot g	nitiative	+2 Surr Als Sho Sho On As Arri Hel Le To Wi	a broke Initiativ prise moo, CMB st lock bot unaup bleed I all att a miss, a full roms: dro ad: cono gs: kono rso: 19- ngs: be	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or ling acks, additional hits add dice target is flat footed till its next ound, target a part of the body: ps one carried item (no damage fitused for one round cked prone -20 critical range	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn	x as a move action) tive)
evel 7	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin	lear ger Ir hip hot ot g g Woo	nitiative ot und	+2 Surr Als Bla Sho Sto On As Arr Hel Le To Wi	Initiative prise moo, CMB st lock pot unamp bleed lall att. a miss, a full romas: dro ad: con gs: knorso: 19-ngs: be led dam	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or ling acks, additional hits add dice target is flat footed till its next ound, target a part of the body: ps one carried item (no damage fitused for one round cked prone -20 critical range gins to fall	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn e)	x as a move action) tive) * 1/d8 1 pt * 1 pt 1 pt
evel 7	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin	lear ger Ir hip hot ot g g Woo	nitiative ot und	+2 Sun Als Bla Sho Sto On As Arri Hee Le To Wi Ble Kee	a broke Initiativ prise moo, CMB st lock bot una p bleed I all att. a miss, a full roms: dro ads: kno rso: 19- ngs: be ed dam	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d/ to knock prone or ttended object or ling acks, additional hits add dice . target is flat footed till its next ound, target a part of the body: ps one carried item (no damage fused for one round cked prone -20 critical range gins to fall	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn e) r, 1 pt Strength, Dex	x as a move action) tive)
evel 7	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin	lear ger Ir hip hot ot g g Woo	nitiative ot und	+2 Sun Als Bla Sho Sto On As Arri Hee Lee To Wi Ble Kee Rel	a broke Initiativ prise moo, CMB st lock bot una p bleed I all att. a miss, a full roms: dro ads: kno rso: 19- ngs: be ed dam ep a bro oad as	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or ling acks, additional hits add dice target is flat footed till its next bund, target a part of the body: ps one carried item (no damage fused for one round cked prone -20 critical range gins to fall age equal to DEXAlternatively	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn e) r, 1 pt Strength, Dex sisfire with Rapid Reload,	x as a move action) tive)
3	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin Evasive Menacin	ger Ir ger Ir hip hot ot g Sho g Sho oadii	nitiative ot	+2 SurrAls Bla Sho Sto Rol On As Arr Hel Le To Wi Ble Kee Rel	a broke Initiativ prise moo, CMB st lock bot una p bleed I all att a miss, a full ro ms: dro ad: con gs: kno gs: kno gs: kno gs: be ed dam ep a bro oad as	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d- to knock prone or ttended object or ling acks, additional hits add dice target is flat footed till its next bund, target a part of the body: ps one carried item (no damage fused for one round cked prone -20 critical range gins to fall age equal to DEXAlternatively sken gun from exploding on a m a swift action once per round (r	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn e) r, 1 pt Strength, Dex sisfire with Rapid Reload,	x as a move action) tive)
evel 3 evel 7	Quick Cl Gunsling Pistol-w Utility S Dead Sh Startling Targetin Bleeding Expert L Lightnin	ger Ir ger Ir hip hot ot g Sho g Sho oadii	nitiative ot	+2 SurrAls Bla Sho Sto On As Arrithe Le To Wi Ble Kee Rel Gai Sho Rer	Initiative prise moo, CMB st lock pot unary pleed lall attra a miss, a full roms: droo ad: con gs: knownso: 19-ngs: be led dam la broo ad as l	ely, drop prone for +4 AC en firearm as standard action ve; (with Quick Draw, draw firea nelee attack. One handed: d6/d/ to knock prone or ttended object or ling acks, additional hits add dice target is flat footed till its next bound, target a part of the body: ps one carried item (no damage fused for one round cked prone -20 critical range gins to fall age equal to DEXAlternatively oken gun from exploding on a m a swift action once per round (von and Improved Uncanny Dode)	(1 pt to fix rm as part of initia 4 Two handed: d10 t turn e) r, 1 pt Strength, Dex uisfire with Rapid Reload, ge	x as a move action) tive)

On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round

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

2 pt

1 pt