

GUNSLINGER

Gunslinger
Level

GRIT

GRIT POINTS PER DAY

pts = **WIS** + Misc

pts

- Successful critical hit with a firearm +1 grit point
- Killing blow with a firearm +1 grit point
- Daring acts GM's ruling

GUN TRAINING

DAMAGE BONUS

= **DEX**

MISFIRE VALUE

2

FIREARMS

NIMBLE

NIMBLE DODGE BONUS

Gunslinger
Level

+ **AC** = $\left(\text{Level} + 2 \right) \div 4$ (Round down)

BONUS FEATS

Level 4
Level 8
Level 12
Level 16
Level 20

TRUE GRIT

Level

Any 2 deeds except Slinger's Luck

FIREARMS

					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - (ft)		<input type="text"/>	d	x	

DEEDS

		Cost
	Deadeye	Use touch AC beyond first range increment 1 pt per range increment
Level 1	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC 1 pt
	Quick Clear	Fix a broken firearm as standard action (1 pt to fix as a move action)
	Gunslinger Initiative	+2 Initiative; (with Quick Draw, draw firearm as part of initiative) *
Level 3	Pistol-whip	Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone 1 pt
	Utility Shot	Blast lock or Shoot unattended object or Stop bleeding *
	Dead Shot	Roll all attacks, additional hits add dice 1 pt
	Startling Shot	On a miss, target is flat footed till its next turn *
Level 7	Targeting	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 1 pt
	Bleeding Wound	Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage 1 pt 2 pt
Level 11	Expert Loading	Keep a broken gun from exploding on a misfire 1 pt
	Lightning Reload	Reload as a swift action once per round (with Rapid Reload, free action) *
	Evasive	Gain Evasion and Improved Uncanny Dodge *
Level 15	Menacing Shot	Shoot into the air to inspire fear within 30ft 1 pt
	Slinger's Luck	Reroll a saving throw (must take second roll) Reroll a skill check 2 pt 1 pt
Level 19	Cheat Death	On falling to 0hp or below, restore to 1hp all remaining pts
	Stunning Shot	On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round 2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + DEX) or die 1 pt

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