

# GUNSLINGER

Gunslinger  
Level

## GRIT

### GRIT POINTS PER DAY

Misc

pts = **WIS** +

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

### MISFIRE VALUE

= **DEX** +

2

### FIREARMS


## NIMBLE

### NIMBLE DODGE BONUS

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+ **AC** = (  + 2 ) ÷ 4 (Round down)

## BONUS FEATS

Level

4

Level

8

Level

12

Level

16

Level

20

## TRUE GRIT

Level

20

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
					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 1 pt Alternatively, drop prone for +4 AC
	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 1 pt Also, CMB to knock prone
	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: 1 pt 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 <b>DEX</b> 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) 2 pt Reroll a skill check 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 + <b>WIS</b> ) or stunned for 1 round 2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die 1 pt

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