

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

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

	Deadeye	Use touch AC beyond first range increment	Cost: 1 pt per range increment
Level 1	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC	Cost: 1 pt
	Quick Clear	Fix a broken firearm as standard action	Cost: (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	Cost: 1 pt
	Utility Shot	Blast lock or Shoot unattended object or Stop bleeding	*
	Dead Shot	Roll all attacks, additional hits add dice	Cost: 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	Cost: 1 pt
	Bleeding Wound	Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage	Cost: 1 pt Cost: 2 pt
Level 11	Expert Loading	Keep a broken gun from exploding on a misfire	Cost: 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	Cost: 1 pt
	Slinger's Luck	Reroll a saving throw (must take second roll) Reroll a skill check	Cost: 2 pt Cost: 1 pt
Level 19	Cheat Death	Restore hp equal to all remaining grit	Cost: all remaining pts
	Stunning Shot	Stun target for 1 round	Cost: 1 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + DEX) or die	Cost: 1 pt

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