



`\					F	TREARMS		Capacity	
Rang	е		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(ft)			×	
								Capacity	
Rang	е		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(ft)		d	×	
								Capacity	
Rang	P		Misfire			Attack Bonus	Damage	Critical	
9	ft	sq	1 -	(ft)		d	×	
					-			Capacity	
Dana			Misfire			Attack Bonus	Damage	Critical	
Rang	e ft	sq	1 -	(ft)		d	×	
	- 10	94			117			Capacity	
						Attack Bonus	Damage	Critical	
Rang	e ft	sq	Misfire 1 -	(ft)		d	×	
	11	sq			117 (DEEDS			
	Deadeye	,		Ho	o touch AC l		cont Cost: 1 nt	ner range increment	
Level 1	-			Use touch AC beyond first range increment					
				Alternatively, drop prone for +4 AC					
	Quick Clear			Fix a broken firearm as standard action Cost: (1 pt to fix as a move action)					
Level 3	Gunslinger Initiative			+2 Initiative; (with Quick Draw, draw firearm as part of initiative)					
	Pistol-whip			Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Cost: 1 Also, CMB to knock prone					
	Utility Shot			Bla	Blast lock or				
					Shoot unattended object or Stop bleeding				
Level 7	Dead Shot				Roll all attacks, additional hits add dice Cost: 1				
	Startling		ot		On a miss, target is flat footed till its next turn				
	Targeting				As a full round, target a part of the body: Cost: 1				
					Arms: drops one carried item (no damage) Head: confused for one round				
					Legs: knocked prone Torso: 19-20 critical range				
				W	ings: begins	s to fall			
Level 11	Bleeding Wound				Bleed damage equal to DEX Alternatively, 1 pt Strength, Dexterity or Constitution damage				
	Expert L	oadi	ng		Keep a broken gun from exploding on a misfire				
	Lightning Reload			Rel	Reload as a swift action once per round (with Rapid Reload, free action)				
Level 15	Evasive			Gai	Gain Evasion and Improved Uncanny Dodge				
	Menacing Shot				Shoot into the air to inspire fear within 30ft				
	Slinger's Luck			Rei	Reroll a saving throw (must take second roll)				
				Rei	Reroll a skill check Cost				
Level	Cheat D			Res	store hp equ	ual to all remaining grit	Co	ost: all remaining pts	
19	Stunning Shot				ın target for	1 round		Cost: 1 p	

On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die

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

Cost: 1 pt

Death's Shot