

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

Gunslinger
Level

+ **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)

Capacity

Range _____ Misfire _____ Attack Bonus _____ Damage _____ Critical _____
ft sq **1 -** (ft)

Capacity

Range _____ Misfire _____ Attack Bonus _____ Damage _____ Critical _____
ft sq **1 -** (ft)

Capacity

Range _____ Misfire _____ Attack Bonus _____ Damage _____ Critical _____
ft sq **1 -** (ft)

Capacity

Range _____ Misfire _____ Attack Bonus _____ Damage _____ Critical _____
ft sq **1 -** (ft)

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 **Cost:** 1 pt
Alternatively, drop prone for +4 AC

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 **Cost:** 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 **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: **Cost:** 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 DEX **Cost:** 1 pt
Alternatively, 1 pt Strength, Dexterity or Constitution damage **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) *

Level
15

Evasive

Gain Evasion and Uncanny Dodge *

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) **Cost:** 2 pt
Reroll a skill check **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