

GUNSLINGER

Gunslinger Level

GRIT

GRIT POINTS PER DAY

pts

=

WIS

+

Misc

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

=

(+ 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

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

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)

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
Also, CMB to knock prone

1 pt

Utility Shot

Blast lock or
Shoot unattended object or
Stop bleeding

*

Level 7

Dead Shot

Roll all attacks, additional hits add dice

1 pt

Startling Shot

On a miss, target is flat footed till its next turn

*

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

Level 11

Bleeding Wound

Bleed damage equal to **DEX**
Alternatively, 1 pt Strength, Dexterity or Constitution damage

1 pt
2 pt

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)

*

Level 15

Evasive

Gain Evasion and Improved Uncanny Dodge

*

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