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ABANDONED ARTS<sup>©</sup> PRESENTS:

# **CLASS ACTS: GUNSLINGERS**

EIGHTEEN NEW GRIT FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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# **GRIT FEATS**

As described in the Pathfinder<sup>®</sup> Roleplaying Game: Ultimate Combat<sup>™</sup> sourcebook, any feat designated as a grit feat interacts in some way with the gunslinger's grit class feature or the grit points granted by the Amateur Gunslinger feat. Sometimes these feats increase the number of grit points a character has or how that character regains grit points. Some grit feats add to a gunslinger's set of deeds. Gunslingers can take grit feats as bonus feats.

The majority of the feats described below are grit feats, and others are restricted by their prerequisites to characters with the Amateur Gunslinger feat or members of the gunslinger class, or benefit creatures and characters of that description exclusively.

Feat	Prerequisites	Benefits
Aim True	grit class feature or Amateur Gunslinger, Precise Shot, Perception 4 ranks, BAB +4	Take aim as a full-round action in order to add your Wisdom modifier to damage rolls against a single foe.
Biting Retort	grit class feature or Amateur Gunslinger, Intimidate 2 ranks, Sense Motive 2 ranks	Demoralize opponents that attempt to demoralize you or your allies with an immediate-action retort.
Deafening Shot Deed	grit class feature or Amateur Gunslinger, Point-Blank Shot, BAB +4	Spend a grit point to deafen nearby creatures with a cacophonous firearm attack.
Give 'em Hell	grit class feature or Amateur Gunslinger, Deafening Shot Deed, Rapid Shot, BAB +6	Turn the battlefield into a distracting environment with your fire, hindering spellcasting and Perception checks.
Grin and Bear It	grit class feature or Amateur Gunslinger, Con 13	Convert some lethal damage into nonlethal damage when an opponent confirms a critical threat against you.
Last Man Standing	grit class feature or Amateur Gunslinger, Grin and Bear It, Con 15	Subtract grit points from damage that you would receive, as though your grit points were temporary hit points.
Just Won't Die	grit class feature or Amateur Gunslinger, Diehard, Endurance, Last Man Standing, Con 17	You refuse to die easily, and can continue to act for long moments after you should have dropped dead from injury.
Halting Shot Deed	grit class feature or Amateur Gunslinger, Combat Reflexes, BAB +12	Halt an opponent's movement and force it to provoke attacks of opportunity with a well-placed readied action.
Into the Sunset	grit class feature or Amateur Gunslinger, Diplomacy 2 ranks, Intimidate 2 ranks	Creatures whose attitudes you improve with a Diplomacy or Intimidate check remember your influence longer.
Lightning Draw Deed	grit class feature or Amateur Gunslinger, Quick Draw	You can draw and holster firearms at lightning speed.
Ride Tall	animal companion, Ride 2 ranks, gunslinger level 1st	Your gunslinger class levels stack with levels in other classes when determining the capabilities of your mount.
Shootist's Stance	grit class feature or Amateur Gunslinger, nimble + 1	Give up your Dex and nimble bonuses to AC to gain a bonus on attack and damage rolls with firearms.
Shrouded Shot	Sleight of Hand 5 ranks	Conceal a drawn weapon with a cloak, coat, or poncho.
Smooth Moves	grit class feature or Amateur Gunslinger, Wis 13	As long as you move slowly, your swaggering confidence grants you a bonus to (and against) Intimidate checks.
Think Twice	grit class feature or Amateur Gunslinger, Sense Motive 4 ranks	Gain a threat bonus when performing a readied action firearm attack against an opponent that you warn.
Think Again	grit class feature or Amateur Gunslinger, Think Twice	Warn an opponent a second time in order to double the threat bonuses granted by your Think Twice feat.
Troublemaker	grit class feature or Amateur Gunslinger, Bluff 4 ranks	Gain a Sleight of Hand bonus, and spend a grit point to gain a +10 bonus on certain troublemaking skill checks.
With a Vengeance	grit class feature or Amateur Gunslinger	Recover grit points when an opponent puts you down.

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## AIM TRUE [GRIT]

You can draw a deadly bead on your opponents' positions.

PREREQUISITES: grit class feature or Amateur Gunslinger, Precise Shot, Perception 4 ranks, base attack bonus +4

**BENEFIT:** As long as you have at least 1 grit point, you can take aim at one creature in your line of sight as a full-round action that provokes an attack of opportunity. If you do, you gain a circumstance bonus on ranged weapon damage rolls equal to your Wisdom modifier against that creature. This damage bonus persists until you attack or take aim at another creature, until your line of sight to the creature is broken, or until you have no grit points remaining.

## BITING RETORT [GRIT]

Your well-placed retort can turn an opponent's derision against him. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Intimidate 2 ranks, Sense Motive 2 ranks

**BENEFIT:** As long as you have at least 1 grit point, you can attempt an Intimidate skill check to demoralize an opponent who attempts to demoralize you or one of your allies, though you must be able to see or hear your opponent's attempt. Using this ability is an immediate action. If your Intimidate skill check both succeeds in demoralizing your opponent and is either equal to or greater than that opponent's Intimidate skill check, you and your allies are not demoralized by the opponent's attempt, even if it would have been successful.

## **DEAFENING SHOT DEED** [GRIT]

Your reverberating gunfire can distract and deafen your foes. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Point-Blank Shot, base attack bonus +4

**BENEFIT:** As long as you are in an enclosed space (such as a tight alley or a room or structure with a ceiling), you can fire your gun in such a way as to produce a resounding blast of noise that may leave friend and foe temporarily deafened. To use this ability, spend 1 grit point and make a single ranged attack with a firearm as a standard action. Creatures within 30 feet of you (including you) who can hear your shot must succeed at a Fortitude saving throw with a DC equal to 10 + your character level + your Intelligence modifier or be deafened for 1d4 rounds. You may take a move action immediately before taking the shot to gain a +4 bonus on your Fortitude saving throw.

In addition to the effects described above, creatures within 60 feet that hear your deafening shot take a -2 penalty on Perception skill checks related to hearing and sound for 1 minute (even creatures within 30 feet that succeed on their Fortitude saving throws).

## GIVE 'EM HELL [GRIT]

Your gunplay can plunge any battlefield into a state of pure chaos. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Deafening Shot Deed, Rapid Shot, base attack bonus +6

**BENEFIT:** Whenever you fire three or more shots from one or more firearms within a single round, you can place your shots in such a way as to turn the battlefield into one grand, cacophonous distraction as a result of the thunderous gunfire, ricocheting projectiles, and hail of dust and debris that accompany your shots. Creatures attempting to cast a spell within 30 feet of you or the target of one of your attacks in the current round must succeed on a concentration check (DC 15 + spell level) or lose the spell. In addition, Perception skill checks made within earshot of you take a -4 penalty.

## GRIN AND BEAR IT [GRIT]

You have learned to endure against all odds, and at all costs.

PREREQUISITES: grit class feature or Amateur Gunslinger, Con 13

**BENEFIT:** Whenever an opponent scores a critical hit against you, you may convert an amount of damage from the attack equal to no more than twice the number of grit points available to you into nonlethal damage. The amount of damage converted may not exceed the extra damage dealt by the critical hit.

## HALTING SHOT DEED [GRIT]

Your well-placed shots can stop opponents in their tracks. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Combat Reflexes, base attack bonus +12

**BENEFIT:** When you ready an action to make an attack with a firearm against an opponent that moves out of its space, and your readied attack hits, you may spend 1 grit point to cause that opponent to be unable to move for the rest of its turn. In addition, that opponent provokes an attack of opportunity from any creatures adjacent to and threatening the space that your opponent occupies.

The halting shot deed can halt land-based movement, but cannot stop burrowing, flying or swimming creatures from moving.

## **INTO THE SUNSET** [GRIT]

You leave a lasting impression upon those that you influence. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Diplomacy 2 ranks, Intimidate 2 ranks

**BENEFIT:** As long as you have at least 1 grit point, any creature whose attitude you improve with a Diplomacy skill check retains an improved attitude for at least 2d12 hours. As usual, the attitude shift may last for much longer or shorter than that depending upon the situation. In addition, whenever you use the Intimidate skill to force a creature to behave in a friendly manner, that opponent continues to do so for 1d12 x 10 minutes before adopting an unfriendly or hostile attitude. **NORMAL:** An attitude shift generally lasts for 1d4 hours if achieved by Diplomacy, or 1d6 x 10 minutes if achieved by an Intimidate check.

## JUST WON'T DIE [GRIT]

You just ... won't ... die!

**PREREQUISITES:** grit class feature or Amateur Gunslinger, Diehard, Endurance, Last Man Standing, Con 17

**BENEFIT:** As long as you have at least 1 grit point, you die when your negative hit point total is equal to or in excess of the sum of your available grit points plus your Constitution score. In addition, your tenacity is so great that you may continue to act for one round after you are slain. You may receive healing during the first round after you are slain as though you were dying, but not dead.

**NORMAL:** You cannot act while dead, and you die when your negative hit point total is equal to or in excess of your Constitution score.

## LAST MAN STANDING [GRIT]

You are held together by grit, gumption, and sheer determination. PREREQUISITES: grit class feature or Amateur Gunslinger, Grin and Bear It, Con 15

**BENEFIT:** You gain 1 extra grit point. Whenever you receive damage, you may subtract some part of that damage from your grit points, as though your grit points were also temporary hit points.

## LIGHTNING DRAW DEED [GRIT]

Your expertly-trained hands can draw a weapon with startling speed, or holster a weapon with extraordinary swiftness and style.

**PREREQUISITES:** grit class feature or Amateur Gunslinger, Quick Draw **BENEFIT:** As long as you carry a firearm and are capable of drawing it, you gain a +2 bonus on initiative checks. You can spend 1 grit point to draw a firearm as an immediate action, holster a firearm as a free action, or draw a concealed firearm as a swift action.

**NORMAL:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as a part of movement. Without this feat, you can draw a hidden weapon as a standard action and sheathe a weapon as a move action.

#### **RIDE TALL**

#### Your mount benefits from your expert care and handling.

**PREREQUISITES:** animal companion, Ride 2 ranks, gunslinger level 1st **BENEFIT:** Your gunslinger class levels stack with your effective cavalier, druid, paladin, and ranger levels for the purposes of determining the abilities and statistics of your animal companion (if you have one) as long as your animal companion is trained and suitable for service as a mount, such as a camel or horse (for a Medium gunslinger) or a boar, pony, riding dog, or wolf (for a Small gunslinger).

## SHOOTIST'S STANCE [GRIT]

You can adopt a shootist's stance to improve your aim – your head high, your feet set wide, your shoulders back, and your hands steady. **PREREQUISITES:** grit class feature or Amateur Gunslinger, nimble +1 **BENEFIT:** As long as you have at least 1 grit point, you may elect to take a shootist's stance as a swift action. While in a shootist's stance, you are denied your Dexterity bonus to Armor Class, and you gain a bonus on attack and damage rolls with ranged weapons equal to the bonus granted by your nimble class feature. Both of these conditions persist until the start of your next turn.

## SHROUDED SHOT

## You can draw and fire a weapon concealed under your cloak or coat. PREREQUISITES: Sleight of Hand 5 ranks

**BENEFIT:** As long as you are wearing a robe or poncho, a broad cloak, a long coat, or some similarly voluminous article of clothing, you can attempt to draw a concealed light or one-handed melee or ranged weapon without revealing the weapon to your opponents. To do so, you must succeed on a Sleight of Hand skill check opposed by the Perception skill checks of each creature observing you. The weapon remains concealed from those creatures whose Perception checks do not succeed, though you wield the weapon in your hand. The action required to draw the weapon remains unchanged. Creatures who are aware that you wield the weapon may warn those who are not.

Furthermore, if the weapon is a ranged weapon, you may fire the weapon against unsuspecting opponents and catch them while their guard is down. Creatures who do not realize that you are armed are denied their Dexterity bonus to Armor Class against the first attack that you make with a concealed, one-handed ranged weapon. This trick won't work against the same opponent twice. Once an opponent has witnessed you use this ability, that opponent may not be denied its Dexterity bonus to Armor Class in this same way for 24 hours. Any creature warned against the use of this ability is similarly immune to the possibility of being denied its Dexterity bonus by its use.

## SMOOTH MOVES [GRIT]

You move with a slow and casual swagger that unnerves your foes. PREREQUISITES: grit class feature or Amateur Gunslinger, Wis 13

**BENEFIT:** As long as you do not move more than half your speed in a single round, you gain a bonus on Intimidate skill checks equal to the number of grit points available to you, and opponents take an equal penalty on Intimidate skill checks made against you.

You lose the benefits of this feat for 1 minute whenever you receive any amount of damage, or whenever you roll a natural 1 on an ability check, attack roll, saving throw, or skill check.

**SPECIAL:** A mounted character may gain the benefits of this feat as long as neither the character nor his mount moves more than half of their speed in a single round.

## THINK AGAIN [GRIT]

A second warning is enough to make your foes regret their actions. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Think Twice **BENEFIT:** Whenever you use your Think Twice feat to issue a second warning to a creature that you have warned with that feat within the past minute, your critical threat range is doubled a second time (for example, from 20, to 19-20, to 17-20). Third and further warnings do not increase your threat range further, though you may still apply the benefits of this feat against opponents that you warn more than twice within the space of a minute.

## THINK TWICE [GRIT]

A word of warning is enough to give your enemies pause. **PREREQUISITES:** grit class feature or Amateur Gunslinger, Sense Motive 4 ranks

BENEFIT: You add Sense Motive to your list of Class Skills. In addition, whenever you ready an attack action with a firearm, you may issue a clear verbal warning to your intended target that accurately and clearly describes and defines the conditions of your readied action. Against creatures that deliberately take an action which triggers the readied attack that you describe, your threat range is doubled for the purposes of making the readied firearm attack. Furthermore, if your attack threatens a critical hit, you may elect to make a Sense Motive skill check in place of the critical confirmation roll. Against a creature that does not or cannot understand your verbal warning, this ability confers no benefits and has no effect.

**SPECIAL:** Unless otherwise specified, this effect doesn't stack with any other effect that expands the threat range of an attack.

## TROUBLEMAKER [GRIT]

You have an uncanny ability to get yourself into trouble.

**PREREQUISITES:** grit class feature or Amateur Gunslinger, Bluff 4 ranks **BENEFIT:** You gain a +2 bonus on Sleight of Hand skill checks, and you can spend 1 grit point to gain a +10 bonus on a Bluff skill check made to create a diversion or to deliver a secret message.

## WITH A VENGEANCE [GRIT]

When you make a comeback, you come back with a vengeance! **PREREQUISITES:** grit class feature or Amateur Gunslinger

**BENEFIT:** Once per day, when an opponent whose challenge rating is equal to or greater than your own reduces you to 0 hp or less, you immediately regain 2 grit points.

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