

Gunslinger Subclass: Bolt Ace

Replace the original Gunslinger abilities with the following:

Deeds: You have access to all Gunslinger deeds, except the ones listed below:

Crossbow Expert (@ lvl 1): You are proficient with all crossbows and NOT firearms. You also start with a MASTERWORK crossbow of your choice.

This ability **REPLACES** Gunslinger's firearm weapon proficiency and *Gunsmith*.

Grit (@ lvl 1): A Bolt Ace gains 1 grit point whenever he/she scores a critical hit or destroys an enemy with a crossbow.

This ability **MODIFIES** *Grit*.

Deeds:

Sharp Shoot (@ lvl 1): By spending 1 grit point, you can fire a single crossbow shot against an enemy's Touch AC instead of normal AC.

This deed replaces *Deadeye*.

Vigilant Loading (@ lvl 1): At 1st level, as long as a Bolt Ace has at least 1 grit point, he/she does not provoke attacks of opportunity when loading a crossbow.

This deed **REPLACES** *Quick Clear*.

Shooter's Resolve (@ lvl 5): At 3rd level, a Bolt Ace can spend 1 grit point when attacking with a crossbow as a **standard action** and ignore miss chance (Blur, Displacement, etc.).

This deed **REPLACES** *Stop Bleeding*.

Vigilant Shooter (@ lvl 11): At 11th level, by spending 1 grit point, he/she does not provoke attacks of opportunity when firing a crossbow.

Pinning Shot (@ lvl 15): By spending 1 grit point, you can attempt to pin down your target with the bolt. If the attack hits, it pins the target to a nearby object, wall, or to the ground, staggering the target. While pinned by the bolt, the target cannot move out of its

space until it takes a **standard action** to free itself from the pinning bolt, or teleporting out (Dimension Door, Teleport, etc.)

This deed **REPLACES** *Gunslinger's Luck*.

Crossbow Training (@ lvl 5): A Bolt Ace can select one specific type of crossbow, such as hand crossbow or heavy crossbow. He/she adds his/her DEX bonus to all damage done by the crossbow. In addition, when you score a critical hit with that type of crossbow, the critical modifier increases by 1 (Ex. x2 becomes a x3).

Every 4 levels thereafter, she can pick a different type of crossbow, gaining the bonus damage and increased critical multiplier with that type of crossbow as well (@ lvl 9, 13, 17).

This ability **REPLACES** *Gun Training*.