

# MYSTERIOUS STRANGER

(GUNSLINGER)

Gunslinger  
Level

## GRIT

GRIT POINTS  
PER DAY

Outros

pts = **CAR** +

pts

Successful critical hit with a firearm +1 grit point  
Killing blow with a firearm +1 grit point  
Daring acts GM's ruling

## STRANGER'S FORTUNE

Nível 5 Ignore a firearm misfire as a free action a number of times per day equal to **CHA**

## GUN TRAINING

DANO BÔNUS

MISFIRE VALUE

= **DES**

2

FIREARMS

## LUCKY

LUCKY  
WILL SAVE BONUS

Gunslinger  
Level

**WONTADE** =  $(\text{ } + 2) \div 4$

(Arredonda para Baixo)

## TALENTO BÔNUS

Nível

4

Nível

8

Nível

12

Nível

16

Nível

20

## TRUE GRIT

Nível

20

Any 2 deeds except Slinger's Luck

## FIREARMS

Capacidade

Alcance Misfire Bônus de Ataque Dano Crítico  
m m² 1 - ( m)  d x

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## DEEDS

Custo

Deadeye Use touch AC beyond first range increment 1 pt per range increment

Nível 1 Focused Aim As a swift action, gain a bonus on all firearm damage rolls equal to **CHA** until the end of turn. 1 pt

Gunslinger's Dodge Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC 1 pt

Gunslinger Initiative +2 Initiative; (with Quick Draw, draw firearm as part of initiative) \*

Nível 3 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 \*

Dead Shot Roll all attacks, additional hits add dice 1 pt

Startling Shot On a miss, target is flat footed till its next turn \*

Nível 7 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

Nível 11 Clipping Shot If a firearm attack misses, deal half the damage the attack would have dealt if it hit. May be used after rolling a miss, cannot be used with dead shot or reduced with Signature Deed or similar effect. 1 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) \*

Evasive Gain Evasion and Improved Uncanny Dodge \*

Nível 15 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

Nível 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