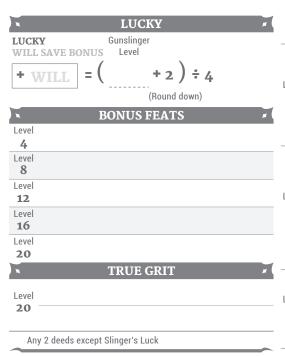
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number of 5 times per day equal to CHA **GUN TRAINING** MISFIRE VALUE **DAMAGE BONUS** = DEX 2 **FIREARMS**



1					F	FIREARMS		# (
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Rang	e		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(ft)		d00	×	
						DEEDS			
								Cost	
Level 1	Deadeye			Us	Use touch AC beyond first range increment 1 pt per range incremen				
	Focused Aim				As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn.				
	Gunslinger's Dodge			Мо	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC				
Level 3	Gunslinger Initiative			+2	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)				
	Pistol-whip				Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 1 p Also, CMB to knock prone				
	Utility Shot			Sh	Blast lock or Shoot unattended object or Stop bleeding				
Level 7	Dead Shot			Ro	Roll all attacks, additional hits add dice				
	Startling Shot			On	On a miss, target is flat footed till its next turn				
	Targeting			Ar He Le To	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				
Level 11	Clipping Shot			de	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.				
	Expert Loading				Keep a broken gun from exploding on a misfire				
	Lightning Reload			Re	Reload as a swift action once per round (with Rapid Reload, free action)				
Level 15	Evasive			Ga	Gain Evasion and Improved Uncanny Dodge				
	Menacing Shot			Sh	Shoot into the air to inspire fear within 30ft				
	Slinger's Luck				Reroll a saving throw (must take second roll) Reroll a skill check				
Level 19	Cheat Death			On	On falling to Ohp or below, restore to 1hp. all rema				
	Stunning Shot			On	On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round				
	Death's Shot			On	On a critical, Fort (DC 10 + ½ level + DEX) or die				

* Deeds with no cost are only available while you have at least 1 grit point remaining