

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS PER DAY

Misc

pts = CHA +

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

GUN TRAINING

DAMAGE BONUS

MISFIRE VALUE

= DEX

2

FIREARMS

LUCKY

LUCKY WILL SAVE BONUS

Gunslinger Level

+ WILL = (+ 2) ÷ 4

(Naar beneden afgerond)

BONUS PRESTATIES

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 Aanvalsbonus Damage Critical

ft sq 1 - (ft) d x

Capacity

Range Misfire Aanvalsbonus Damage Critical

ft sq 1 - (ft) d x

Capacity

Range Misfire Aanvalsbonus Damage Critical

ft sq 1 - (ft) d x

Capacity

Range Misfire Aanvalsbonus Damage Critical

ft sq 1 - (ft) d x

Capacity

Range Misfire Aanvalsbonus Damage Critical

ft sq 1 - (ft) d x

DEEDS

Cost

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

Level 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) *

Level 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 *

Level 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

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

Level 11

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 *

Level 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

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