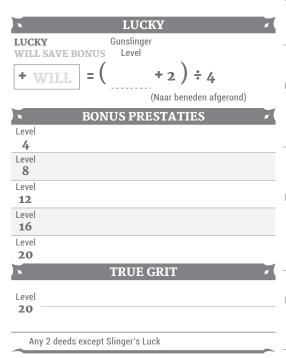
## Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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

**FIREARMS** 



×						FI	REARMS				-
										Capacity	
Dance	0		Misfire				Aanvalsbonus		Damage	Critical	
Rang	e ft	sq	<b>1</b> -	(	ft)				d	×	
		94			107					Capacity	
			M. C				Aanvalsbonus		Damage	Critical	
Rang	Misfire ft sq <b>1</b> -		(	ft)			d		×		
	10	ગ્ય			11.7					Capacity	
							Aanvalsbonus		Damage	Critical	
Rang	e ft	sq	Misfire 1 -	(	ft)				d	×	
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_	ft	sq	_		ft /				u		
*							DEEDS				<b>#</b>
Level 1 Level 3	Focused A Gunslinge Gunslinge Pistol-wh Utility Sho	Use touch AC beyond first range increment  As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn.  Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC  +2 Initiative; (with Quick Draw, draw firearm as part of initiative)  Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone  Blast lock or Shoot unattended object or Stop bleeding  Roll all attacks, additional hits add dice							1 pt 1 pt  * 1 pt  * 1 pt		
	Startling S	On a miss, target is flat footed till its next turn							*		
Level <b>7</b>	Targeting	Arm Hea Legs Tors	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 <b>11</b>	Clipping S	dealt	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 Loa		Keep a broken gun from exploding on a misfire								
	Lightning Reload			Reloa	Reload as a swift action once per round (with Rapid Reload, free action)						
Level <b>15</b>	Evasive	Gain	Gain Evasion and Improved Uncanny Dodge								
	Menacing	Shoo	Shoot into the air to inspire fear within 30ft								
	Slinger's I		Reroll a saving throw (must take second roll) Reroll a skill check								
Level <b>19</b>	Cheat Dea	On fa	On falling to Ohp or below, restore to 1hp all remain								
	Stunning		On a hit, Fort (DC 10 + ½ level + <b>WIS</b> ) or stunned for 1 round						2 pt		
	Death's Sl	On a	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die								

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