

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS

PRO TAG

Pkt

=

CH

+

Pkt

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

Stufe 5

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

GUN TRAINING

SCHADENS- BONUS

=

GE

MISFIRE VALUE

2

FIREARMS

LUCKY

LUCKY

WILL SAVE BONUS

+

WIL

=

(

+

2

) ÷ 4

(abrunden)

BONUSTALENTE

Stufe 4

Stufe 8

Stufe 12

Stufe 16

Stufe 20

TRUE GRIT

Stufe 20

Any 2 deeds except Slinger's Luck

Gunslinger Level

FIREARMS

Capacity

Reichweite

Misfire

Angriffsbonus

Schaden

Kritisch

m

Fe

1 -

(m)

W

x

Capacity

Reichweite

Misfire

Angriffsbonus

Schaden

Kritisch

m

Fe

1 -

(m)

W

x

Capacity

Reichweite

Misfire

Angriffsbonus

Schaden

Kritisch

m

Fe

1 -

(m)

W

x

Capacity

Reichweite

Misfire

Angriffsbonus

Schaden

Kritisch

m

Fe

1 -

(m)

W

x

Capacity

Reichweite

Misfire

Angriffsbonus

Schaden

Kritisch

m

Fe

1 -

(m)

W

x

DEEDS

Kosten

Deadeye

Use touch AC beyond first range increment

1 pt per range increment

Stufe 1

Focused Aim

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

1 Pkt

Gunslinger's Dodge

Move 5ft immediately; +2 AC against triggering attack
Alternatively, drop prone for +4 AC

1 Pkt

Gunslinger Initiative

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

*

Stufe 3

Pistol-whip

Surprise melee attack. One handed: d6/d4 Two handed: d10/d8
Also, CMB to knock prone

1 Pkt

Utility Shot

Blast lock or
Shoot unattended object or
Stop bleeding

*

Dead Shot

Roll all attacks, additional hits add dice

1 Pkt

Startling Shot

On a miss, target is flat footed till its next turn

*

Stufe 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 Pkt

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 Pkt

Stufe 11

Expert Loading

Keep a broken gun from exploding on a misfire

1 Pkt

Lightning Reload

Reload as a swift action once per round (with Rapid Reload, free action)

*

Evasive

Gain Evasion and Improved Uncanny Dodge

*

Stufe 15

Menacing Shot

Shoot into the air to inspire fear within 30ft

1 Pkt

Slinger's Luck

Reroll a saving throw (must take second roll)
Reroll a skill check

2 pt
1 Pkt

Stufe 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 + **WE**) or stunned for 1 round

2 pt

Death's Shot

On a critical, Fort (DC 10 + ½ level + **DEX**) or die

1 Pkt

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