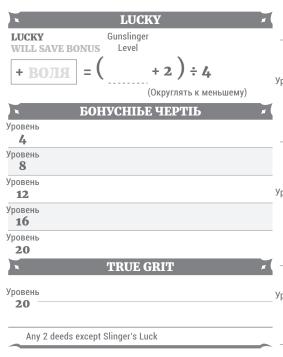
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Прочее **= XAP +** pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Уровень Ignore a firearm misfire as a free action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

FIREARMS



N.					F	IREARMS		*	
								Capacity	
Папі	ность		Misfire			Бонус Атаки	Урон	Критический	
Даль	ft	КВ	1 -	(ft)) d00	×	
					,			Capacity	
Папь	ность		Misfire			Бонус Атаки	Урон	Критический	
Даль	ft	КВ	1 -	(ft)		d00	×	
	-							Capacity	
Папь	ность		Misfire			Бонус Атаки	Урон	Критический	
Даль	ft	КВ	1 -	(ft)		d00	×	
								Capacity	
			Misfire			Бонус Атаки	Урон	Критический	
даль	ность ft	КВ	1 -	(ft)		d00	×	
	10	KD			117			Capacity	
			Misfire			Бонус Атаки	Урон	Критический	
даль	ность ft	КВ	1 -	(ft)		d00	×	
		IND		Ì	,	DEEDS			
				Т				Цена	
	Deadeye			Use	Use touch AC beyond first range increment 1 pt per range increment				
ровені 1	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				Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC				
	Gunslinger Initiative			+2	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)				
ровені 3	Pistol-whip			Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone					
)	Utility Shot			Blast lock or Shoot unattended object or Stop bleeding					
	Dead Sl	Shot		Rol	Roll all attacks, additional hits add dice				
Startling Shot				On	On a miss, target is flat footed till its next turn				
^{ровень} Targeting 7				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				
ровень	Clipping Shot			dea	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.				
11	Expert Loading				Keep a broken gun from exploding on a misfire				
	Lightning Reload		Rel	Reload as a swift action once per round (with Rapid Reload, free action)					
ровень 15	Evasive				Gain Evasion and Improved Uncanny Dodge				
	Menacing Shot				Shoot into the air to inspire fear within 30ft				
	Slinger's Luck				Reroll a saving throw (must take second roll) Reroll a skill check				
nonci	Cheat Death			On	On falling to Ohp or below, restore to 1hp all rema				
ровень 19	Stunning Shot			On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round				nd 2 pt	
	Death's Shot			On	On a critical, Fort (DC 10 + 1/2 level + DEX) or die				

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