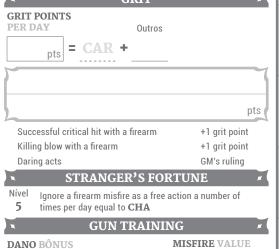
## Gunslinger **MYSTERIOUS STRANGER** (GUNSLINGER) GRIT Outros = CAR +pts

= DES

**FIREARMS** 



Level

2





| FIREARMS           |                       |                |         |   |   |                           |      |            |  |
|--------------------|-----------------------|----------------|---------|---|---|---------------------------|------|------------|--|
|                    |                       |                |         |   |   |                           |      | Capacidade |  |
|                    |                       |                |         |   |   | Bônus de Ataque           | Dano | Crítico    |  |
| Alcar              |                       |                | Misfire | (   |   |                           | d    | ×          |  |
|                    | m                     | m²             | 1 -     | (   | m) C  |                           |      | Capacidade |  |
|                    |                       |                |         |   |   |                           |      | ·          |  |
| Alcar              | ice                   |                | Misfire |   |   | Bônus de Ataque           | Dano | Crítico    |  |
|                    | m                     | m²             | 1 -     | (   | m) _  |                           | d    | x          |  |
|                    |                       |                |         |   |   |                           |      | Capacidade |  |
| Alcar              | ice                   |                | Misfire |   |   | Bônus de Ataque           | Dano | Crítico    |  |
|                    | m                     | m²             | 1 -     | (   | m)  |                           | d    | ×          |  |
|                    |                       |                |         |   | -   |                           |      | Capacidade |  |
|                    |                       |                |         |   |   | Bônus de Ataque           | Dano | Crítico    |  |
| Alcar              |                       |                | Misfire | (   |   |                           | d    | ×          |  |
|                    | m                     | m <sup>2</sup> | 1 -     | (   | m) C  |                           | _)   | Capacidade |  |
|                    |                       |                |         |   |   |                           |      | oupuoidade |  |
| Alcar              | ice                   |                | Misfire |   |   | Bônus de Ataque           | Dano | Crítico    |  |
|                    | m                     | m²             | 1 -     | (   | m) _  |                           | d    | ×          |  |
| DEEDS              |                       |                |         |   |   |                           |      |            |  |
|                    |                       |                |         |   |   |                           |      | Custo      |  |
| Nível<br><b>1</b>  | Deadeye               |                |         |   | Use touch AC beyond first range increment 1 pt per range incre  |                           |      |            |  |
|                    | Focused Aim           |                |         |   | As a swift action, gain a bonus on all firearm damage rolls equal to <b>CHA</b> until the end of turn.  |                           |      |            |  |
|                    | Gunslinger's Dodge    |                |         |   | Move 5ft immediately; +2 AC against triggering attack 1 p<br>Alternatively, drop prone for +4 AC  |                           |      |            |  |
| Nível<br><b>3</b>  | 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 Also, CMB to knock prone  |                           |      |            |  |
|                    | Utility Shot          |                |         | Sho   | Blast lock or<br>Shoot unattended object or<br>Stop bleeding  |                           |      |            |  |
| Nível<br><b>7</b>  | Dead Shot             |                |         | Rol   | Roll all attacks, additional hits add dice  |                           |      |            |  |
|                    | Startlin              | t              | On      | On a miss, target is flat footed till its next turn |   |                           |      |            |  |
|                    | Targeting             |                |         | Ar<br>He<br>Le<br>To                                | As a full round, target a part of the body:<br>Arms: drops one carried item (no damage)<br>Head: confused for one round<br>Legs: knocked prone<br>Torso: 19-20 critical range<br>Wings: begins to fall    |                           |      |            |  |
| Nível<br><b>11</b> | 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. |                           |      |            |  |
|                    | 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)  |                           |      |            |  |
| Nível<br><b>15</b> | Evasive               |                |         | Gai   | Gain Evasion and Improved Uncanny Dodge   |                           |      |            |  |
|                    | Menacing Shot         |                |         |   | Shoot into the air to inspire fear within 30ft  |                           |      |            |  |
|                    | Slinger's Luck        |                |         | Rer   | Reroll a saving throw (must take second roll)<br>Reroll a skill check   |                           |      |            |  |
| Nível<br><b>19</b> | Cheat Death           |                |         |   | falling to  | 1 pt<br>all remaining pts |      |            |  |
|                    | Stunning Shot         |                |         |   | On a hit, Fort (DC 10 + ½ level + <b>WIS</b> ) or stunned for 1 round   |                           |      |            |  |
| -                  | Death's Shot          |                |         |   | 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