

# MYSTERIOUS STRANGER

(GUNSLINGER)

Gunslinger  
Level

## 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

Gunslinger  
Level

WILL SAVE BONUS

+ **WILL** =  $\left( \text{ } + 2 \right) \div 4$   
(Round down)

## BONUS FEATS

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	Attack Bonus	Damage	Critical	
ft sq 1 - ( ft )		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - ( ft )		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - ( ft )		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - ( ft )		<input type="text"/>	d	x	
					Capacity
Range	Misfire	Attack Bonus	Damage	Critical	
ft sq 1 - ( ft )		<input type="text"/>	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 <b>CHA</b> 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
Level 11	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
	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)	*
Level 15	Evasive	Gain Evasion and Improved Uncanny Dodge	*
	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 + <b>WIS</b> ) or stunned for 1 round	2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die	1 pt

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