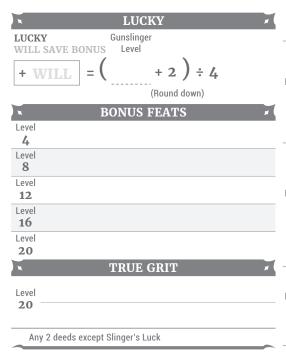
## Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA +pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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



*						FIREARMS		*	
								Capacity	
Rang	е		Misfire			Attack Bonus	Damage	Critical	
9	ft	sq	1 -	(	ft)		d	×	
								Capacity	
Rang	10		Misfire			Attack Bonus	Damage	Critical	
nally	ft	sq	<b>1</b> -	(	<sub>ft</sub> )		d	×	
	- 10	- 04			1170			Capacity	
						Attack Bonus	Damage	Critical	
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	ft	sq			ft )		) <u>u</u>	Capacity	
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Rang			Misfire	(		Attack bollus			
	ft	sq	1 -	(	ft )		<u>d</u>	Capacity	
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	ft	sq	1 -	(	ft)		]d	×	
Ĭ.						DEEDS		,	
	Deadeye		Hen	touch A	C havend first range increme	ont 1 nt no	Cost er range increment		
Level 1	Focused Aim				Use touch AC beyond first range increment 1 pt per range increm  As a swift action, gain a bonus on all firearm damage rolls equal				
	r oodoca /IIII			to C	to CHA until the end of turn.				
	Gunslinger's Dodge				Alternatively, drop prone for +4 AC				
Level 3	Gunslinger Initiative			+2 I	+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			Blas Sho	Blast lock or Shoot unattended object or Stop bleeding				
	Dead Shot			Roll	Roll all attacks, additional hits add dice				
	Startling	t		On a miss, target is flat footed till its next turn					
Level <b>7</b>	Targeting			Arr He Leg Tor	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	Clipping Shot			deal	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 L	ng		Keep a broken gun from exploding on a misfire					
	Lightning Reload			Relo	Reload as a swift action once per round (with Rapid Reload, free action)				
Level <b>15</b>	Evasive			Gair	Gain Evasion and Improved Uncanny Dodge				
	Menacin	ot	Sho	Shoot into the air to inspire fear within 30ft					
	Slinger's Luck				Reroll a saving throw (must take second roll) Reroll a skill check				
Level	Cheat Death			On f	On falling to Ohp or below, restore to 1hp all rema				
	Stunning Shot			On a	On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round				
	Death's		On a	On a critical, Fort (DC 10 + $\frac{1}{2}$ level + <b>DEX</b> ) or die			1 pt		
	* Deeds w	ith no	cost are	only av	railable v	while you have at least 1 grit	point remaining		