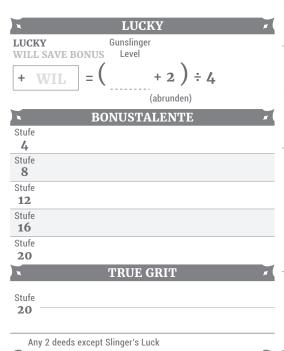
MYSTERIOUS STRANGER

Gunslinger Level

(GUNSLINGER)

GRIT	<i>x</i> (
GRIT POINTS PRO TAG Sonstige	s		
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 FO	RTUNE		
Stufe Ignore a firearm misfire as a free times per day equal to CHA	action a number of		
GUN TRAINI	NG .		
SCHADENS - BONUS	MISFIRE VALUE		
= GE	2		
FIREARMS			



1						FIRE	EARMS	_	
							311111110		Capacity
						Angriffsbonus	Schaden	Kritisch	
Reichweite Misfire		(g	W	×		
	m	Fe	1 -		m)() LVV	Capacity
Reichweite Misfire m Fe 1 -			,	Angriffsbonus			Schaden	Kritisch	
			1 -	(m)(J W	×
									Capacity
Reichweite Misfire					,	Angriffsbonus	Schaden	Kritisch	
	m	Fe	1 -	(m)			W	×
									Capacity
				Angriffsbonus			Schaden	Kritisch	
Reich	nweite	_	Misfire 1 -	(W	×
	m	Fe		(m)(Capacity
Reich	nweite		Misfire	,		/	Angriffsbonus	Schaden	Kritisch
	m	Fe	1 -	(m)(J W	×
X						DI	EEDS		x (
Stufe 1	Doodoyo					0.1	16		Kosten
	Deadeye Focused Aim				Use touch AC beyond first range increment 1 pt per range incre As a swift action, gain a bonus on all firearm damage rolls equal				
	1 ocuscu Allii		to	to CHA until the end of turn.					
	Gunslinger's Dodge			Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC					
Stufe 3	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					10/d8 1 Pkt
	Utility Shot			Blast lock or Shoot unattended object or Stop bleeding					
	Dead Shot			Ro	Roll all attacks, additional hits add dice				1 Pkt
	Startling Shot			On	a miss, t	*			
Stufe	Targeting			As a full round, target a part of the body:				1 Pkt	
7			He Le To	Arms: drops one carried item (no damage) Head: confused for one round Legs: knocked prone Torso: 19-20 critical range Wings: begins to fall					
Stufe 11	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					
Stufe 15	Evasive			Gai	in Evasio	n and In	nproved Uncanny Do	dge	*
	Menacing Shot				Shoot into the air to inspire fear within 30ft				1 Pkt
	Slinger's Luck			Rei	Reroll a saving throw (must take second roll) Reroll a skill check				2 pt
				Rei	roll a skil	check			1 Pkt
Stufe 19	Cheat Death			On	On falling to Ohp or below, restore to 1hp				all remaining pts
	Stunning Shot			On	On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WE) or stunned for 1 round				d 2 pt
	Death's Shot			On	On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die				1 Pkt

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