

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS PER DAY

pts

=

CHA

+

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

=

DEX

MISFIRE VALUE

2

FIREARMS

LUCKY

LUCKY

WILL SAVE BONUS

+ WILL

=

(

+ 2

) ÷ 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

Gunslinger Level

FIREARMS

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

ft

sq

1 -

(

ft)

d

x

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

ft

sq

1 -

(

ft)

d

x

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

ft

sq

1 -

(

ft)

d

x

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

ft

sq

1 -

(

ft)

d

x

Capacity

Range

Misfire

Attack Bonus

Damage

Critical

ft

sq

1 -

(

ft)

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 **CHA** 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 + **WIS**) or stunned for 1 round

2 pt

Death's Shot

On a critical, Fort (DC 10 + ½ level + **DEX**) or die

1 pt

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