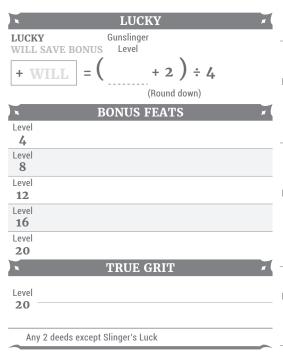
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA +pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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



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						Capacity
Rang	P	Misfire		Attack Bonus	Damage	Critical
riung		1 -	(ft)		d	×
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Dana	10	Misfire		Attack Bonus	Damage	Critical
Rang	ft sq 1 -		(ft)		d	×
	10 0	<u>'</u>	(11)			Capacity
		Misfire		Attack Bonus	Damage	Critical
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		M* C		Attack Bonus	Damage	Critical
Rang		Misfire	(_{ft})		d	×
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Rang		Misfire	(_{ft})		d	×
=	11 3	· 4	(11)	DEEDS		
Level 3	Deadeye Focused Ai Gunslinger' Gunslinger Pistol-whip Utility Shot Dead Shot Startling Sh Targeting	's Dodge Initiative	Use touch AC beyond first range increment As a swift action, gain a bonus on all firearm damage rolls equal to CHAuntil the end of turn. Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC +2 Initiative; (with Quick Draw, draw firearm as part of initiative) Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone Blast lock or Shoot unattended object or Stop bleeding Roll all attacks, additional hits add dice On a miss, target is flat footed till its next turn 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 11	Clipping Sh Expert Load Lightning R	ding	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. Keep a broken gun from exploding on a misfire Reload as a swift action once per round (with Rapid Reload, free action)			ed with 1 pt
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
oval	Cheat Death		On falling to 0hp or below, restore to 1hp.			all remaining pts
19	Stunning S	hot	On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round			d 2 pt
	Death's Sho	ot	On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die			1 pt

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