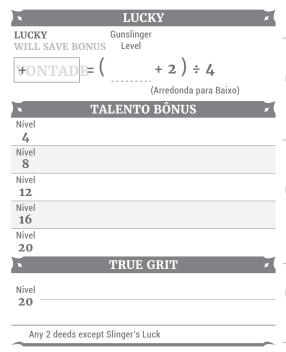
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Outros = CAR +pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Nível Ignore a firearm misfire as a free action a number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



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						Capacidade
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A1		14' C		Bônus de Ataque	Dano	Crítico
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Nível 1 Nível	Gunsling	ger's Dodge ger Initiative	As a swift action, gain a bonus on all firearm damage rolls equal to CHA until 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			
3	Utility Shot		Blast lock or Shoot unattended object or Stop bleeding			
Nível 7	Dead Shot		Roll all attacks, additional hits add dice			1 pt
	Startling Shot		On a miss, target is flat footed till its next turn			*
	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
Nível 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.			
	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)			free action) *
Nível 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
NIG I	Cheat Death		On falling to Ohp or below, restore to 1hp			all remaining pts
Nível 19	Stunning Shot		On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round			nd 2 pt
	Death's	Shot	On a critical	On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die		

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