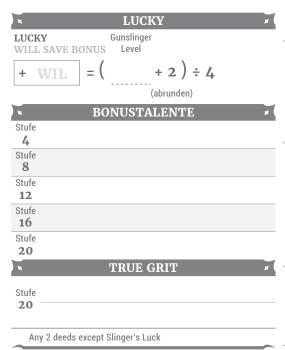
MYSTERIOUS Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PRO TAG Sonstiges = CH + Pkt Pkt. Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Stufe Ignore a firearm misfire as a free action a number of 5 times per day equal to CHA **GUN TRAINING** MISFIRE VALUE **SCHADENS- BONUS** = GE 2 **FIREARMS**

Gunslinger



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*						·F	IREARMS		Capacity	
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Stufe 1	5 1				Kosten					
	Deadeye				Use touch AC beyond first range increment 1 pt per range increment As a swift action, gain a hopus on all firearm damage rolls equal 1 Pkt					
	Focused Aim				to CHA until the end of turn.					
	Gunslinger's Dodge				Move 5ft immediately; +2 AC against triggering attack 1 Pkt 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 1 Pkt					
	Utility Shot				Also, CMB to knock prone Blast lock or Shoot unattended object or Stop bleeding					
				Sto						
Stufe 7	Dead Shot			Ro	Roll all attacks, additional hits add dice					
	Startling Shot			On	On a miss, target is flat footed till its next turn					
	Targeting				As a full round, target a part of the body: 1 Pk Arms: drops one carried item (no damage)					
				Н	Head: confused for one round Legs: knocked prone					
				To	Torso: 19-20 critical range Wings: begins to fall					
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Stufe 11	Clipping Shot			dea	If a firearm attack misses, deal half the damage the attack would have 1 P 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 Pk					
	Lightning Reload			Re	Reload as a swift action once per round (with Rapid Reload, free action)					
Stufe 15	Evasive			Ga	Gain Evasion and Improved Uncanny Dodge					
	Menacing Shot				Shoot into the air to inspire fear within 30ft					
	Slinger's Luck				Reroll a saving throw (must take second roll)					
				Re	Reroll a skill check					
Stufe 19	Cheat Death			On	falling t	o Oh	np 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					
	Death's Shot				On a critical, Fort (DC 10 + ½ level + DEX) or die					

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