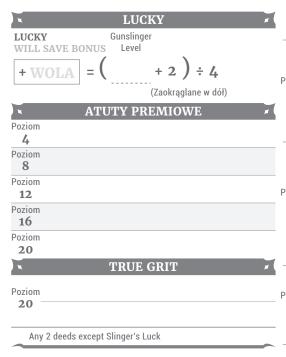
## **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Inne = CHA +ptk ptk Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Poziom Ignore a firearm misfire as a free action a number of 5 times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

Gunslinger



			FIREARMS	, i	
				Capacity	
		141.6	Premia do ataku Obrażenia	Krytyk	
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<u>_</u>	m	cm 1 -			
*			DEEDS	<b>*</b> (	
	Deadeye	1	Use touch AC beyond first range increment 1 pt	Koszt per range increment	
Poziom 1	Focused Aim		As a swift action, gain a bonus on all firearm damage rolls equal		
	0 1 1 5 1		to <b>CHA</b> until the end of turn.  Move 5ft immediately; +2 AC against triggering attack		
	Gunslinger's Dodge		Alternatively, drop prone for +4 AC		
oziom <b>3</b>	Gunslinger Initiative		+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		
	Utility Shot		Blast lock or		
			Shoot unattended object or Stop bleeding		
Poziom	D 1 Ob - +				
	Dead Shot		Roll all attacks, additional hits add dice		
	Startling Shot Targeting		On a miss, target is flat footed till its next turn		
7	rargettilg		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		
Poziom <b>11</b>	Clipping Shot		If a firearm attack misses, deal half the damage the attack		
			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		Reload as a swift action once per round (with Rapid Reload, free action)		
oziom <b>15</b>	Evasive		Gain Evasion and Improved Uncanny Dodge	*	
	Strzał Grozy		Shoot into the air to inspire fear within 30ft		
	Slinger's Luck		Reroll a saving throw (must take second roll) Reroll a skill check	2 ptk 1 ptk	
	06	4 h		·	
Poziom <b>19</b>	Cheat Death Stunning Shot		On falling to Ohp or below, restore to 1hp	all remaining pts	
	Death's		On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 rou	nd 2 ptk 1 ptk	
	שבמווו א	JIIUL	On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die	ı plk	

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