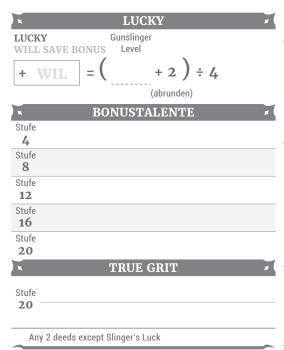
MYSTERIOUS STRANGER

Gunslinger Level

(GUNSLINGER)

GRIT	*								
GRIT POINTS PRO TAG Sonstige:	s								
Pkt - CII +									
	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 times per day equal to CHA									
GUN TRAINI	NG								
SCHADENS- BONUS	MISFIRE VALUE								
= GE	2								
FIREARMS									



FIREARMS									
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,	m	Fe	1 -	(m)		W	×	
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								Kosten	
Stufe 1	Deadeye			Us	Use touch AC beyond first range increment 1 pt per range incremen				
	Focused Aim				As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn.				
	Gunslinger's Dodge		Мо	Move 5ft immediately; +2 AC against triggering attack 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 Also, CMB to knock prone				0/d8 1 Pkt		
	Utility Shot		Blast lock or Shoot unattended object or Stop bleeding				*		
	Dead Shot		Roll all attacks, additional hits add dice			1 Pkt			
	Startling Shot			On a miss, target is flat footed till its next turn				*	
Stufe 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						
Stufe 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						1 Pkt		
	Lightning Reload		Re	Reload as a swift action once per round (with Rapid Reload, free action)					
Stufe 15	Evasive			Ga	in Evasion	and Improved Uncanny Do	dge	*	
	Menacing Shot		Shoot into the air to inspire fear within 30ft			1 Pkt			
	Slinger's Luck		Reroll a saving throw (must take second roll) Reroll a skill check			2 pt 1 Pkt			
Stufe 19	Cheat De	eath		()n	falling to	Ohp or below, restore to 1h	0	all remaining pts	
	Stunning Shot		On a hit, Fort (DC 10 + ½ level + WE) or stunned for 1 round						
	Death's Shot		On a critical, Fort (DC 10 + ½ level + DEX) or die			1 Pkt			

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