MYSTERIOUS de Pistolier STRANGER (GUNSLINGER) GRIT GRIT GRIT POINTS PER DAY Divers pts = CHA + Successful critical hit with a firearm Killing blow with a firearm H1 grit point +1 grit point +1 grit point

Daring acts

BONUS DE DÉGÂTS

5

ARMES A FEU			

STRANGER'S FORTUNE

Niveau Ignore a firearm misfire as a free action a number of

GUN TRAINING

times per day equal to CHA

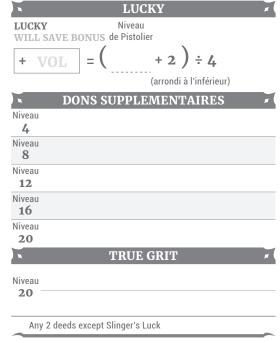
= DEX

pts

GM's ruling

MISFIRE VALUE

2



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				711	WILD HILD		Capacity		
					Bonus d'attaque	Dégâts	Critique		
Porté		Misfire	(Domao a attaque	d	×		
	m	case4 -	(m) C			Capacity		
Porté	е	Misfire			Bonus d'attaque	Dégâts	Critique		
	m	case	(m) _		d	×		
Porté	ée Misfire			Bonus d'attaque		Capacity			
					Dégâts	Critique			
	m	case	(m)		d	×		
							Capacity		
<u> </u>		**: 6			Bonus d'attaque	Dégâts	Critique		
Porté		Misfire case 4 -	()		d	×		
	m	cases	(m) C			Capacity		
					Bonus d'attaque	Dágâta	Critique		
Porté	е	Misfire	/		Bollus d'attaque	Dégâts			
_	m	case l -	(m) C		d	×		
*					DEEDS		*		
	Deadey	Α	He	a touch AC	beyond first range incre	ment 1 nt r	Coût per range increment		
Niveau	Focused Aim As a swift action, gain a bonus on all firearm								
1			to CHA until the end of turn. Move 5ft immediately; +2 AC against triggering attack 1 pt						
	Gunslinger's Dodge			Alternatively, drop prone for +4 AC					
	Gunslinger Initiative			+2 Initiative; (with Quick Draw, draw firearm as part of initiative)					
Niveau	Pistol-whip		Surprise melee attack. One handed: d6/d4 Two handed: d10/d8						
3	Utility Shot		Also, CMB to knock prone						
			Blast lock or Shoot unattended object or						
				Stop bleeding					
	Dead Shot			Roll all attacks, additional hits add dice					
Nivoou	Startling Shot			On a miss, target is flat footed till its next turn					
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						
	Clinnin	a Chat	If a	a firearm att	ack misses, deal half th	e damage the attack v	would have 1 pt		
Niveau 11	Clipping Shot Expert Loading		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						
								Lightning Reload	
	Niveau 15	Evasive	!	Ga	in Evasion a	and Improved Uncanny [Oodge	*	
Menacing Shot		Shoot into the air to inspire fear within 30ft							
Slinger's Luck			Reroll a saving throw (must take second roll) Reroll a skill check						
			Re	roll a skill c	neck		1 pt		
Niveau				On falling to Ohp or below, restore to 1hp all rema					
19	Tir Étourdissant			On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round					
	Death's Shot			On a critical, Fort (DC 10 + 1/2 level + DEX) or die					

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