

MYSTERIOUS STRANGER

(GUNSLINGER)

Niveau
de Pistolier

GRIT

GRIT POINTS
PER DAY

Divers

pts = **CHA** +

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

Niveau 5 Ignore a firearm misfire as a free action a number of times per day equal to **CHA**

GUN TRAINING

BONUS DE DÉGÂTS

MISFIRE VALUE

= **DEX**

2

ARMES A FEU

LUCKY

LUCKY Niveau
WILL SAVE BONUS de Pistolier

+ **VOL** = (+ 2) ÷ 4
(arrondi à l'inférieur)

DONS SUPPLEMENTAIRES

Niveau
4

Niveau
8

Niveau
12

Niveau
16

Niveau
20

TRUE GRIT

Niveau
20

Any 2 deeds except Slinger's Luck

ARMES A FEU

Capacity				
Portée	Misfire	Bonus d'attaque	Dégâts	Critique
m	cases 1 - (m)	<input type="text"/>	d	x
Capacity				
Portée	Misfire	Bonus d'attaque	Dégâts	Critique
m	cases 1 - (m)	<input type="text"/>	d	x
Capacity				
Portée	Misfire	Bonus d'attaque	Dégâts	Critique
m	cases 1 - (m)	<input type="text"/>	d	x
Capacity				
Portée	Misfire	Bonus d'attaque	Dégâts	Critique
m	cases 1 - (m)	<input type="text"/>	d	x
Capacity				
Portée	Misfire	Bonus d'attaque	Dégâts	Critique
m	cases 1 - (m)	<input type="text"/>	d	x

DEEDS

		Coût
	Deadeye	Use touch AC beyond first range increment 1 pt per range increment
Niveau 1	Focused Aim	As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn. 1 pt
	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC 1 pt
	Gunslinger Initiative	+2 Initiative; (with Quick Draw, draw firearm as part of initiative) *
Niveau 3	Pistol-whip	Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone 1 pt
	Utility Shot	Blast lock or Shoot unattended object or Stop bleeding *
	Dead Shot	Roll all attacks, additional hits add dice 1 pt
	Startling Shot	On a miss, target is flat footed till its next turn *
Niveau 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 1 pt
	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. 1 pt
Niveau 11	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) *
	Evasive	Gain Evasion and Improved Uncanny Dodge *
Niveau 15	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
	Cheat Death	On falling to 0hp or below, restore to 1hp all remaining pts
Niveau 19	Stunning Shot	On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round 2 pt
	Death's Shot	On a critical, Fort (DC 10 + ½ level + DEX) or die 1 pt

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