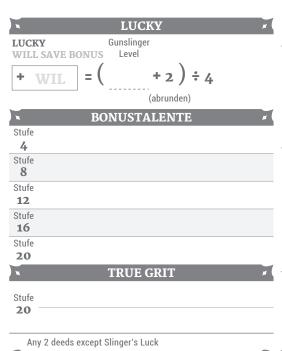
MYSTERIOUS STRANGER

Gunslinger Level

(GUNSLINGER)

GRIT	×							
GRIT POINTS PRO TAG Sonstiges								
Pkt = CH +								
	Pkt.							
Successful critical hit with a firearm	+1 grit point							
Killing blow with a firearm Daring acts	+1 grit point GM's ruling							
STRANGER'S FOR	RTUNE							
Stufe Ignore a firearm misfire as a free action a number of times per day equal to CHA								
GUN TRAININ	NG							
SCHADENS- BONUS	MISFIRE VALUE							
= GE	2							
FIREARMS								



1							FIREARMS		
							THEARING		Capacity
							Angriffshanus	Schaden	Kritisch
Reich	iweite		Misfire	(\		Angriffsbonus)	
	m	Fe	1-	(m <i>)</i>			W	Conneity
									Capacity
Reichweite Misfire m Fe 1 -					Angriffsbonus	Schaden	Kritisch		
		((m)			W	×		
								Capacity	
Reichweite Misfire					Angriffsbonus	Schaden	Kritisch		
	m	Fe	1-	(m)			W	×
				`	· ·				Capacity
							Angriffsbonus	Schaden	Kritisch
Reich	iweite	г.	Misfire 1 -	()			W	×
	m	Fe		(m <i>)</i>)	Capacity
Reich	iweite		Misfire	,	\		Angriffsbonus	Schaden	Kritisch
	m	Fe	1-	(m)			W	×
1							DEEDS		Ĭ.
Stufe 1	Deadeye			He	o touch	۸۲	beyond first range increme	nt 1 ntı	Kosten per range increment
	Focused Aim			As a swift action, gain a bonus on all firearm damage rolls equal					
			to	to CHA until the end of turn.					
	Gunslinger's Dodge				Alternatively, drop prone for +4 AC				
Stufe	Gunslinger Initiative		+2	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)				ative) *	
	Pistol-whip		Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone					10/d8 1 Pkt	
3	Utility Shot			Blast lock or					
	othing office		Sh	Shoot unattended object or Stop bleeding				*	
	5 101								1 Pkt
	Dead Shot				Roll all attacks, additional hits add dice				
Stufe	Startling Shot				On a miss, target is flat footed till its next turn				
7	Targeting		A	As a full round, target a part of the body: Arms: drops one carried item (no damage)					
				L	Head: confused for one round Legs: knocked prone				
				Torso: 19-20 critical range Wings: begins to fall					
Stufe 11	Clipping	Sho	t				tack misses, deal half the d	3	1/1/1
	onppmy oner				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		Ke	Keep a broken gun from exploding on a misfire				1 Pkt	
	Lightning Reload		Re	Reload as a swift action once per round (with Rapid Reload, free action)				, free action) *	
Stufe 15	Evasive		Ga	Gain Evasion and Improved Uncanny Dodge				*	
	Menacing Shot			Sh	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	ath		Ωn	falling	to O	Thp or below, restore to 1hp		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		
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* Deeds with no cost are only available while you have at least 1 grit point remaining