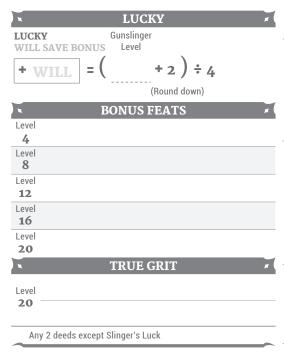
## Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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



FIREARMS									
								Capacity	
Dana			Misfire			Attack Bonus	Damage	Critical	
Rang	ft	sq	<b>1</b> -	(	ft)		d	×	
	- 10	- 54			, _			Capacity	
Rang	e		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(	ft)		d	×	
								Capacity	
 Rang	e		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(	ft)		d	×	
								Capacity	
 Rang	e		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(	ft)		d	×	
								Capacity	
Rang	e		Misfire			Attack Bonus	Damage	Critical	
	ft	sq	1 -	(	ft)		d	×	
						DEEDS		,	
Level 3	Deadeye Focused Aim Gunslinger's Dodge Gunslinger Initiative Pistol-whip Utility Shot  Dead Shot Startling Shot Targeting			As to Mod Altt	Use touch AC beyond first range increment  As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn.  Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC  +2 Initiative; (with Quick Draw, draw firearm as part of initiative)  Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone  Blast lock or Shoot unattended object or Stop bleeding  Roll all attacks, additional hits add dice  On a miss, target is flat footed till its next turn  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				
Level 11	Clipping Shot  Expert Loading  Lightning Reload				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.  Keep a broken gun from exploding on a misfire  Reload as a swift action once per round (with Rapid Reload, free action)				
Level 15	Evasive			Ga	Gain Evasion and Improved Uncanny Dodge				
	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				
Level	Cheat Death			On	falling to 0	all remaining pts			
	Stunning Shot			On	On a hit, Fort (DC 10 + ½ level + <b>WIS</b> ) or stunned for 1 round				
	Death's Shot				On a critical, Fort (DC 10 + $\frac{1}{2}$ level + <b>DEX</b> ) or die			1 pt	

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