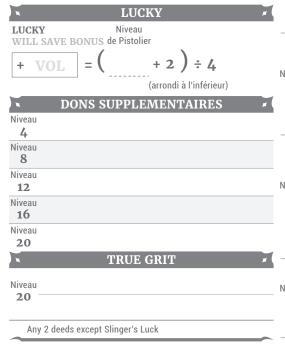
## MYSTERIOUS Niveau de Pistolier **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Divers = CHA +pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Niveau Ignore a firearm misfire as a free action a number of 5 times per day equal to CHA **GUN TRAINING** MISFIRE VALUE **BONUS DE DÉGÂTS** = DEX 2 ARMES A FEU



<b>T</b>				_AR	MES A FEU			
				— - AN	MILO A PILO		Capacity	
					Bonus d'attaque	Dégâts	Critique	
Porté	e	Misfire	,		bollus u attaque			
$\vdash$	m	case3 -	(	m)		d	Canacity	
Porté							Capacity	
	e	Misfire			Bonus d'attaque	Dégâts	Critique	
	m	case <b>3 -</b>	(	m)		d	×	
							Capacity	
Porté		Misfire			Bonus d'attaque	Dégâts	Critique	
Porte	m m	case <del>1</del> -	(	<sub>m</sub> )		d	×	
	- 111	Cases		1117 C			Capacity	
Porté					Danua d'attagua	Dánâta	Critique	
	e	Misfire	/		Bonus d'attaque	Dégâts		
	m	case <del>3</del> -	(	m) _		d	×	
							Capacity	
Porté	e	Misfire			Bonus d'attaque	Dégâts	Critique	
_	m	case 3 -	(	m)		d	×	
					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 <b>CHA</b> until the end of turn.					
	Gunslinger's Dodge		Move 5ft immediately; +2 AC against triggering attack					
	0		Alternatively, drop prone for +4 AC					
Niveau <b>3</b>	Gunslinger Initiative		+2 Initiative; (with Quick Draw, draw firearm as part of initiative)					
	Pistol-whip		Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 1 Also, CMB to knock prone					
	Utility Shot			Blast lock or Shoot unattended object or Stop bleeding				
	Dead Shot		Roll all attacks, additional hits add dice				1 pt	
Niveau <b>7</b>	Startling Shot		On a miss, target is flat footed till its next turn					
	Targeting		As a full round, target a part of the body:					
	9 19		As a full round, target a part of the body:  Arms: drops one carried item (no damage)  Head: confused for one round					
			L	Legs: knocked prone Torso: 19-20 critical range				
				Wings: begins to fall				
Niveau <b>11</b>	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		Keep a broken gun from exploding on a misfire					
	Lightning Reload		Reload as a swift action once per round (with Rapid Reload, free action)					
Niveau <b>15</b>	Evasive		Gain Evasion and Improved Uncanny Dodge					
	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				
							1 pt	
Niveau	Cheat Death		On falling to Ohp or below, restore to 1hp				all remaining pts	
19	Stunning Shot		On	On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round				

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

1 pt

Death's Shot