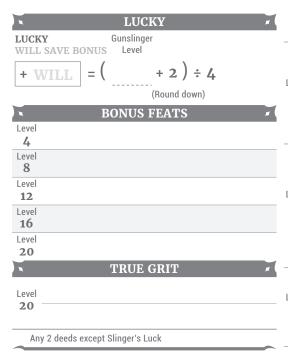
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA +pts pts Successful critical hit with a firearm +1 grit point +1 grit point Killing blow with a firearm Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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



FIREARMS											
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evel 3	Gunslin Gunslin Pistol-w Utility S Dead Sh Startling	Gunslinger's Dodge Gunslinger Initiative Pistol-whip Utility Shot Dead Shot Startling Shot				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					
.evel 11	Clipping Expert L Lightnir	_oadii	ng	Wings: begins to fall 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							
	Evasive			Ga	Gain Evasion and Improved Uncanny Dodge						
.evel					Shoot into the air to inspire fear within 30ft						
-	Slinger's Luck				Reroll a saving throw (must take second roll) Reroll a skill check						
evel 19	Cheat Death			On	On falling to Ohp or below, restore to 1hp all rema						
	Stunning Shot			On	On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round						
	Death's Shot				On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die						

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