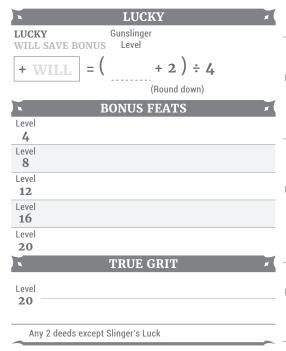
## Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Misc = CHA +pts pts Successful critical hit with a firearm +1 grit point +1 grit point Killing blow with a firearm Daring acts GM's ruling STRANGER'S FORTUNE Level Ignore a firearm misfire as a free action a number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



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											Cost
	Deadeye			Use	Use touch AC beyond first range increment 1 pt per range incre						
	Focused Aim				As a swift action, gain a bonus on all firearm damage rolls equal						
1	Gunslinger's Dodge			Mov	to <b>CHA</b> until the end of turn.  Move 5ft immediately; +2 AC against triggering attack						
Level 3	Gunslinger Initiative				Alternatively, drop prone for +4 AC						
	Pistol-whip				+2 Initiative; (with Quick Draw, draw firearm as part of initiative)						
	r ioroi-milih				Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone						
	Utility Shot				Blast lock or Shoot unattended object or						
					Shoot unattended object or Stop bleeding						
Level	Dead Shot			Roll	Roll all attacks, additional hits add dice						
	Startling Shot			On a	On a miss, target is flat footed till its next turn						
	Targeting				As a full round, target a part of the body:						
				Hea	Arms: drops one carried item (no damage) Head: confused for one round						
				Tor	Legs: knocked prone Torso: 19-20 critical range						
				Win	ıgs: be	egins	s to fall				
Level <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						
	Expert Loading			dead	dead shot or reduced with Signature Deed or similar effect. Keep a broken gun from exploding on a misfire						
	Lightning Reload				Reload as a swift action once per round (with Rapid Reload, free action)						
Level <b>15</b>											
	Evasive Managing Shot				Gain Evasion and Improved Uncanny Dodge						
	Menacing Shot Slinger's Luck				Shoot into the air to inspire fear within 30ft						
	omiger 5 Luck				Reroll a saving throw (must take second roll) Reroll a skill check						2 pt 1 pt
Level <b>19</b>	Cheat Death			On f	On falling to 0hp or below, restore to 1hp. all rema						ing pts
	Stunning Shot				On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round						2 pt
	Death's S				On a critical, Fort (DC 10 + $\frac{1}{2}$ level + <b>DEX</b> ) or die						1 pt
	* Deeds w	ith no	o cost are	only av	ailabl	e wh	ille you have at least 1 gri	it po	oint remaining		