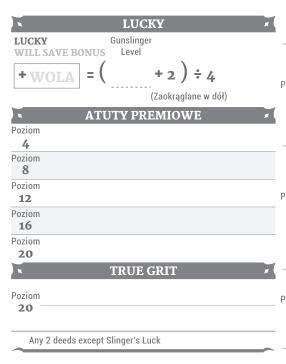
## **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Inne = CHA + ptk ptk Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Poziom Ignore a firearm misfire as a free action a number of 5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

Gunslinger



FIREARMS						
						Capacity
		14. 6		Premia do ataku	Obrażenia	Krytyk
Zasię	g m	Misfire	(m)		d	×
Zasię	111	CIII —	( 111)		) [ 4	Capacity
				Premia do ataku	Obrażenia	Verebole
	g	Misfire	( )	Premia do ataku		Krytyk
	m	cm 1-	( m) _		) <u>d</u>	Canacity
 Zasię	g:g	Misfire				Capacity
				Premia do ataku	Obrażenia	Krytyk
	m	cm 1-	( m)		J	×
Zasię						Capacity
	q	Misfire		Premia do ataku	Obrażenia	Krytyk
	m	cm 1-	( m)		d	×
						Capacity
70010		Misfire		Premia do ataku	Obrażenia	Krytyk
Zasię	y m	cm 1-	( <sub>m</sub> )		d	×
	""	CIII	( 111/ C	DEEDS		
				DLLD3		Koszt
	Deadeye		Use touch AC beyond first range increment 1 pt per range incre			
Poziom <b>1</b>	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 Alternatively, drop prone for +4 AC			
Poziom <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 Also, CMB to knock prone			
	Utility Shot		Blast lock or Shoot unattended object or Stop bleeding			
Poziom <b>7</b>	Dead Shot		Roll all attacks, additional hits add dice			
	Startling Shot		On a miss, target is flat footed till its next turn			
	<sup>1</sup> Targeting		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			
Poziom <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)			
oziom <b>15</b>	Evasive		Gain Evasion and Improved Uncanny Dodge			*
	Strzał Grozy		Shoot into the air to inspire fear within 30ft			1 ptk
	Slinger's Luck		Reroll a saving throw (must take second roll) Reroll a skill check			
Poziom <b>19</b>	Cheat Death		On falling to Ohp or below, restore to 1hp all remain			all remaining pts
	Stunning Shot		On a hit, Fort (DC 10 + ½ level + <b>WIS</b> ) or stunned for 1 round			nd 2 ptk
	Death's Shot		On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die			1 ptk

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