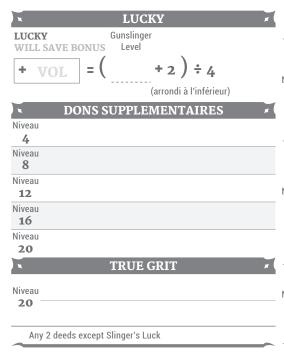
## **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Divers = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Niveau Ignore a firearm misfire as a free action a number of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

Gunslinger



7					T	FIREARMS				
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NI.	Deadeye			Use touch AC beyond first range increment 1 pt per range incre						
niveau <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.						1 pt
	Gunslinger's Dodge				Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC					
	Gunslinger Initiative				+2 Initiative; (with Quick Draw, draw firearm as part of initiative)					
Niveau <b>3</b>	Pistol-whip			Surprise melee attack. One handed: d6/d4 Two handed: d10/d8						* 1 pt
	,			Also, CMB to knock prone						
	Utility Shot			Blast lock or Shoot unattended object or						*
				Sto	Stop bleeding					
Niveau <b>7</b>	Dead S	ho	ot	Rol	Roll all attacks, additional hits add dice					
	Startlir	ng	Shot	On a miss, target is flat footed till its next turn						*
	Targeting				As a full round, target a part of the body:					
				Н	Arms: drops one carried item (no damage) Head: confused for one round Legs: knocked prone Torso: 19-20 critical range					
					ings: begin	s 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					
	Expert Loading				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)					
	Fyasive									
Niveau <b>15</b>	_,,,,,,,			Gain Evasion and Improved Uncanny Dodge  Shoot into the six to inspire four within 20ft						* 1 pt
	Menacing Shot				Shoot into the air to inspire fear within 30ft  Reroll a saving throw (must take second roll)					
	Slinger's Luck				Reroll a saving throw (must take second roll) Reroll a skill check					
Niveau <b>19</b>	Cheat Death			On falling to Ohp or below, restore to 1hp all rema						ng pts
	Stunning Shot				On a hit, Fort (DC 10 + ½ level + <b>WIS</b> ) or stunned for 1 round					2 pt
	Death's Shot				On a critical, Fort (DC 10 + ½ level + <b>DEX</b> ) or die					

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