

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS PER DAY

Inne

ptk = CHA +

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 5 Ignore a firearm misfire as a free action a number of times per day equal to CHA

GUN TRAINING

UNIKI PREMIA

MISFIRE VALUE

= ZR

2

FIREARMS

LUCKY

LUCKY WILL SAVE BONUS

Gunslinger Level

+ WOLA = ( + 2 ) ÷ 4

(Zaokrąglane w dół)

ATUTY PREMIOWE

Poziom 4

Poziom 8

Poziom 12

Poziom 16

Poziom 20

TRUE GRIT

Poziom 20

Any 2 deeds except Slinger's Luck

FIREARMS

Capacity

Zasięg Misfire Premia do ataku Obrażenia Krytyk

m cm 1 - ( m) d x

Capacity

Zasięg Misfire Premia do ataku Obrażenia Krytyk

m cm 1 - ( m) d x

Capacity

Zasięg Misfire Premia do ataku Obrażenia Krytyk

m cm 1 - ( m) d x

Capacity

Zasięg Misfire Premia do ataku Obrażenia Krytyk

m cm 1 - ( m) d x

Capacity

Zasięg Misfire Premia do ataku Obrażenia Krytyk

m cm 1 - ( m) d x

DEEDS

Deadeye Use touch AC beyond first range increment 1 pt per range increment

Poziom 1 Focused Aim As a swift action, gain a bonus on all firearm damage rolls equal to CHA until the end of turn. 1 ptk

Gunslinger's Dodge Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC 1 ptk

Gunslinger Initiative +2 Initiative; (with Quick Draw, draw firearm as part of initiative) \*

Poziom 3 Pistol-whip Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone 1 ptk

Utility Shot Blast lock or Shoot unattended object or Stop bleeding \*

Dead Shot Roll all attacks, additional hits add dice 1 ptk

Startling Shot On a miss, target is flat footed till its next turn \*

Poziom 7 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 1 ptk

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. 1 ptk

Poziom 11 Expert Loading Keep a broken gun from exploding on a misfire 1 ptk

Lightning Reload Reload as a swift action once per round (with Rapid Reload, free action) \*

Evasive Gain Evasion and Improved Uncanny Dodge \*

Poziom 15 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 2 ptk 1 ptk

Cheat Death On falling to 0hp or below, restore to 1hp all remaining pts

Poziom 19 Stunning Shot On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round 2 ptk

Death's Shot On a critical, Fort (DC 10 + ½ level + DEX) or die 1 ptk

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