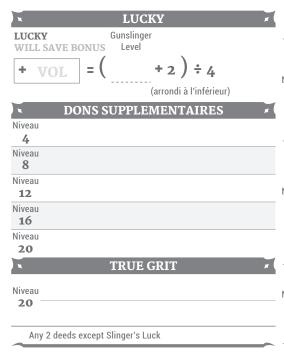
MYSTERIOUS Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Divers = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Niveau Ignore a firearm misfire as a free action a number of 5 times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

Gunslinger



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						Capacity
 Porté	e	Misfire		Bonus d'attaque	Dégâts	Critique
	m	case 1 -	(m)		d00	×
						Capacity
Porté		Misfire		Bonus d'attaque	Dégâts	Critique
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				Bonus d'attaque	Dégâts	Critique
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N.				DEEDS		*
Niveau 1 Niveau 3		Aim per's Dodge per Initiative hip	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			
Niveau 7	Dead Shot		Roll all attacks, additional hits add dice			
	Startling Shot		On a miss, target is flat footed till its next turn			
	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			
Niveau 11	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)			
Niveau 15	Evasive		Gain Evasion and Improved Uncanny Dodge			
	Menacing Shot		Shoot into the air to inspire fear within 30ft			
	Slinger's Luck		Reroll a saving throw (must take second roll) Reroll a skill check			2 pt 1 pt
Niveau 19	Cheat Death		On falling to Ohp or below, restore to 1hp all rema			all remaining pts
	Stunning Shot		On a hit, Fort (DC 10 + ½ level + WIS) or stunned for 1 round			nd 2 pt
	Death's Shot		On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die			1 pt

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