

MYSTERIOUS STRANGER

(GUNSLINGER)

GRIT

GRIT POINTS PER DAY

Divers

pts = CHA +

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

GUN TRAINING

BONUS DE DÉGÂTS = DEX

MISFIRE VALUE 2

ARMES A FEU

LUCKY

LUCKY WILL SAVE BONUS

Gunslinger Level

+ VOL = ( + 2 ) ÷ 4

(arrondi à l'inférieur)

DONS SUPPLEMENTAIRES

Niveau 4

Niveau 8

Niveau 12

Niveau 16

Niveau 20

TRUE GRIT

Niveau 20

Any 2 deeds except Slinger's Luck

ARMES A FEU

Capacity

Portée Misfire Bonus d'attaque Dégâts Critique

m cases 1 - ( m ) d00 x

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m cases 1 - ( m ) d00 x

DEEDS

Coût

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

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

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

Niveau 3 Gunslinger Initiative +2 Initiative; (with Quick Draw, draw firearm as part of initiative) \*

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

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

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

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

Niveau 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 pt

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. 1 pt

Niveau 11 Expert Loading Keep a broken gun from exploding on a misfire 1 pt

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

Niveau 15 Evasive Gain Evasion and Improved Uncanny Dodge \*

Niveau 15 Menacing Shot Shoot into the air to inspire fear within 30ft 1 pt

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 0hp or below, restore to 1hp all remaining pts

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

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

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