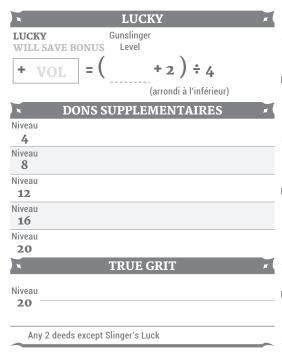
MYSTERIOUS Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Divers = CHA + pts pts Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Niveau Ignore a firearm misfire as a free action a number of 5 times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

Gunslinger



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Porté	e	Misfire			Bonus d'attaque	Dégâts	Critique	
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Niveau 1	Focused Aim		Use touch AC beyond first range increment 1 pt per range increme As a swift action, gain a bonus on all firearm damage rolls equal 1					
			to	to CHA until the end of turn.				
	Gunslinger's Dodge		Alternatively, drop prone for +4 AC					
Niveau 3	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					
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:				
	5 5			Arms: drops one carried item (no damage) Head: confused for one round				
				Legs: knocked prone Torso: 19-20 critical range				
			W	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					
	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)					
	Evasive		Gain Evasion and Improved Uncanny Dodge					
Niveau 15			Shoot into the air to inspire fear within 30ft					
	Slinger's Luck		Reroll a saving throw (must take second roll)					
	-			Reroll a skill check				
Niveau 19			On falling to Ohp or below, restore to 1hp all remain					
	Stunning Shot		On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round				ınd 2 pt	
	Death's Shot			a critical E	ort (DC 10 + % level + T	EX) or die	1 pt	

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