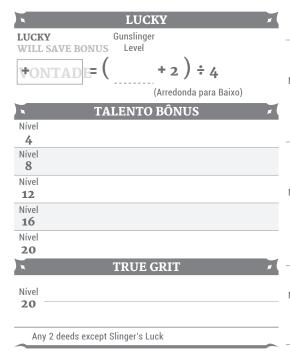
Gunslinger **MYSTERIOUS** Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Outros = CAR +pts pts Successful critical hit with a firearm +1 grit point +1 grit point Killing blow with a firearm Daring acts GM's ruling STRANGER'S FORTUNE Nível Ignore a firearm misfire as a free action a number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



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lível 3	Deadeyor Focused Gunslin Gunslin Pistol-w Utility S Dead Sh Startling Targetin	itiative	As a to C Mov Alter +2 I Surp Alsco Shop Stop On a Arri He	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 Roll all attacks, additional hits add dice On a miss, target is flat footed till its next turn 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						
Vível 11	Clipping Shot Expert Loading Lightning Reload				Torso: 19-20 critical range Wings: begins to fall 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. Keep a broken gun from exploding on a misfire Reload as a swift action once per round (with Rapid Reload, free action)					
Nível 15	Evasive									
	Menacir	na Sha	nt		Gain Evasion and Improved Uncanny Dodge Shoot into the air to inspire fear within 30ft					
	Slinger'	_			Reroll a saving throw (must take second roll)					
	oiger o Edok				Reroll a skill check					
lível 19	Cheat Death			On f	On falling to Ohp or below, restore to 1hp all remain					
	Stunning Shot			On a	On a hit, Fort (DC 10 + $\frac{1}{2}$ level + WIS) or stunned for 1 round					
	Death's Shot				On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die					
	* Deeds	with no	cost are	only av	vailable wl	hile you have at least 1	grit po	oint remaining		