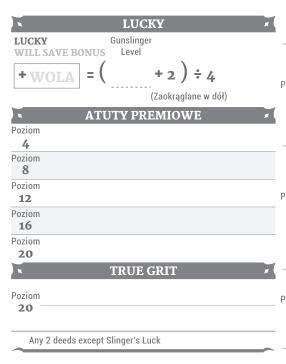
MYSTERIOUS Level **STRANGER** (GUNSLINGER) GRIT **GRIT POINTS** PER DAY Inne = CHA + ptk ptk Successful critical hit with a firearm +1 grit point Killing blow with a firearm +1 grit point Daring acts GM's ruling STRANGER'S FORTUNE Poziom Ignore a firearm misfire as a free action a number of 5 times per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

Gunslinger



1				FIREARMS		
						Capacity
Zasię		Misfire		Premia do ataku	Obrażenia	Krytyk
Zasię	y m	cm 1-	(_m)		d	×
		CIII	(111/			Capacity
_				Premia do ataku	Obrażenia	Krytyk
Zasię		Misfire	()		d	×
	m	cm 1	(m) _) <u>u</u>	Capacity
				Premia do ataku	Obrażenia	Vrutuk
Zasię	g	Misfire	()	Premia do ataku		Krytyk
_	m	cm 1-	(m) _		J <u>d</u>	Capacity
						Сараспу
Zasię	g	Misfire		Premia do ataku	Obrażenia	Krytyk
	m	cm 1-	(m)			×
						Capacity
Zasię	g	Misfire		Premia do ataku	Obrażenia	Krytyk
}_	m	cm 1-	(m)		d	×
				DEEDS		
						Koszt
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.			
	Gunslinger's Dodge		Move 5ft immediately; +2 AC against triggering attack Alternatively, drop prone for +4 AC			
	Gunslinger Initiative		+2 Initiative; (with Quick Draw, draw firearm as part of initiative)			
oziom	Pistol-whip		Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone			
3	Utility Shot		Blast lock or Shoot unattended object or			
			Stop bleeding	ded object of		
	Dead Shot		Roll all attacks, additional hits add dice			
	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			
oziom	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.			
11	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)			
	Evasive		Gain Evasion a	and Improved Uncanny Do	dge	*
oziom 15	Strzał Grozy		Shoot into the air to inspire fear within 30ft			
	Strzał G	rozy	Shoot into the	air to inspire fear within	30ft	1 ptk
oziom 15	Strzał Gi Slinger's			throw (must take second		1 ptk 2 ptk 1 ptk
	Strzał Gi Slinger's Cheat De	Luck	Reroll a saving Reroll a skill c	throw (must take second	l roll)	2 ptk

On a critical, Fort (DC 10 + 1/2 level + DEX) or die

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

1 ptk

Death's Shot