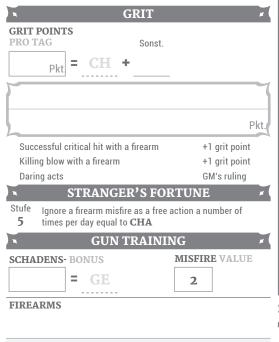
## MYSTERIOUS STRANGER (GUNSLINGER)

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Gunslinger	i							
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						FIREARMS	-	*		
								Capacity		
						Angriffsbonus	Schade	n Kritischer Treffer		
Reich	nweite	Г.	Misfire  1 -	(	)		d	×		
	m	Fe			m) _			Capacity		
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Point	nweite		Misfire			Angriffsbonus	Schade	n Kritischer Treffer		
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		10			1117 C			Capacity		
						Angriffsbonus	Schade	n Kritischer Treffer		
Reich	nweite		Misfire	(		7 ingririosoniae	d	×		
<u>_</u>	m	Fe	1-	_	m) <u></u>		) <u>u</u>			
) ×						DEEDS		*		
	Deadeye			Use	e touch AC	beyond first range increm	nent	Kosten 1 pt per range increment		
Stufe	Focused Aim			As	As a swift action, gain a bonus on all firearm damage rolls equal					
1	O lin nente De due				to <b>CHA</b> until the end of turn.  Move 5ft immediately; +2 AC against triggering attack 1 pt					
					Alternatively, drop prone for +4 AC					
	Gunsling	er Ir	nitiative	+2	Initiative; (	with Quick Draw, draw fir	earm as part of	f initiative) *		
Stufe 3	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					
				Sto	p bleeding					
	Dead Sho	ot		Rol	l all attack	s, additional hits add dice	2	1 pt		
	Startling Shot			On	On a miss, target is flat footed till its next turn					
Stufe 7	Targeting	g				d, target a part of the bod one carried item (no dam		1 pt		
•				Н		sed for one round	aye)			
				To	rso: 19-20	critical range				
					ings: begin					
Stufe <b>11</b>	Clipping	Sho	t	dea	ılt if it hit. I	tack misses, deal half the May be used after rolling	a miss, cannot	be used with		
	Expert Lo	nadi	na			educed with Signature De gun from exploding on a		ffect. 1 pt		
	Lightning		_			wift action once per round		eload, free action) *		
Stufe 15	Fvasive			Gai	n Fyasion :	and Improved Uncanny Do	odae	*		
	Menacin	a Sh	ot			and improved oncamily be air to inspire fear within	_	* 1 pt		
	Slinger's	_				g throw (must take secon		2 pt		
					oll a skill c			1 pt		
Stufe 19	Cheat De	ath		On	falling to 0	hp or below, restore to 1h	np	all remaining pts		
	Stunning	Sho	ot	On	a hit, Fort (	(DC 10 + ½ level + <b>WE</b> ) o	or stunned for 1	I round 2 pt		
	Death's S	Shot		On	a critical, F	Fort (DC 10 + ½ level + <b>D</b> )	EX) or die	1 pt		

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