

J. Scott Mohn Presents

# **THE GUNSLINGER**

**Version 1.2.6**

**Class and Firearms Mechanics**

## THE GUNSLINGER

With a crack of man-made thunder and a burst of black smoke, the gunslinger leaves her mark on the world by combining the man-made magic of black powder and the deadly precision of a perfectly timed shot.

Gunslingers wield the exotic firearms known as pistols, muskets, rifles, and scatterguns, and learn to perform amazing trick shots which are as showy as they are deadly. From mysterious strangers who walk into town with an unusual weapon at their side, to the expert marksmen of the most industrialized nation, all gunslingers are terrors when the lead starts flying.

While some see her as cold and fearless, or a lost stranger in a world not yet ready for her, adventure stirs in her heart, and her finger itches to pull the trigger.

**Role:** Gunslingers are a versatile lot. Generally on the forefront of combat, the gunslinger is a mobile fighter that fights at close to moderate range. Depending on the gunslinger, their jobs may be to drop enemies as quickly as possible by filling them with hot death sprayed from a smoking barrel; while some gunslingers prefer to disable opponents with carefully practiced techniques that give them and their allies an edge. Some gunslingers still find more strength in a cold hard stare and their unbreakable resolve.

**Alignment:** Any

**Hit Die:** 1d10

**Starting Gold:** 3d6 x 10 gp (105 gp average)

### Class Skills

The gunslinger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Engineering), Knowledge (Local), Perception (Wis), Profession (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int Modifier.

### Class Features

The following are class features of the Gunslinger.

**Weapon and Armor Proficiency:** Gunslingers are proficient with all simple weapons and all firearms (as if they possessed the exotic weapon proficiency feat). They are proficient with light armor.

**Firearm:** At 1<sup>st</sup> level, a gunslinger begins play with either 1 musket, or 2 revolvers, or 1 blunderbuss, as well as 5 gold pieces worth of ammunition.

**Grit (Ex):** Gunslingers are most renown for their

ability to perform incredible feats of daring when the chips are down; the result of an unseen strength of hardened resolve and spirit. All gunslingers have this determination and daring, and no true name exists for it, but most call it “Grit”.

Each gunslinger has a pool of grit points which can be spent to perform powerful actions. A gunslinger begins play with 2 grit, and has a maximum grit equal to 2 + ½ her level (rounded down).

A gunslinger may spend grit to use certain abilities she gains as she advances in level. Likewise, some of her abilities allow her to recover grit when she uses them, allowing her to build herself up for the next difficult ability she plans to use. Spent grit is regained automatically if the gunslinger rests for 8 hours.

Finally, a gunslinger can never spend an amount of grit greater than her gunslinger level at once (thus a 1<sup>st</sup> level gunslinger using the *Called Shot* ability cannot spend more than 1 grit on the deed's effects).

**Deeds (Ex):** A gunslinger has a series of abilities known as “deeds”. These are special actions they can take when fighting their enemies or performing other actions. At 1<sup>st</sup> level, a gunslinger gains either the *deadeye shot* or the *rolling shot* automatically, and may choose one additional deed. At every odd level (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, etc), the gunslinger may select an additional deed to add to her list of abilities.

**Blinding Shots (Ex):** As long as the gunslinger has at least 1 grit remaining, every enemy within one range increment that she targets with a firearm attack gains the *dazzled* condition for 1 round. Additionally, each time she confirms a critical hit, she gains 1 grit.

**Burst Fire (Ex):** As a standard action that provokes attacks of opportunity, the gunslinger expends 5 shots from her firearm and creates a 30ft radius burst within her first range increment. Enemies caught within this burst take 2d6 points of weapon damage for every point of grit she spends with a Reflex save (DC 10 + ½ level + Dexterity modifier) for half-damage. A gunslinger cannot attempt this deed unless she has at least 5 total shots remaining between any firearms she is currently wielding.

**Called Shot (Ex):** As a full-round action, the gunslinger makes a single attack roll, and may attempt to shoot a specific area of a target's body. Creatures immune to critical hits are immune to called shots. The effect of the called shot depends on the location you decide to shoot. Some fantastic creatures may not have the appropriate body parts; but you may choose any of the following options regardless, as it's assumed the gunslinger will choose a location that would provide a



similar effect. The gunslinger may choose one of the following effects if the attack succeeds.

*Headshot:* You deal damage as appropriate for your weapon and may deal extra damage by spending grit. For each point of grit you spend you deal an extra 2d6 points of precision damage.

*Armshot:* You deal damage as appropriate for your weapon and may make a special combat maneuver check to disarm the target. This functions as a normal combat maneuver check except you apply your Dexterity modifier to the check instead of your Strength modifier, and you ignore bonuses or penalties based on your size (but not the target's). If the check succeeds, the target drops a held item of your choice as though they were disarmed. You may spend grit to gain a bonus on your combat maneuver check. For each point of grit you spend, you gain a +2 bonus on your combat maneuver check.

*Body Shot:* You deal damage as appropriate for your weapon, and you may spend grit to inflict bleed damage on your target. For each point of grit spent, you inflict 2 points of bleed damage on the target. Alternatively, you may choose to instead inflict 1 point of Constitution bleed for every 2 grit points you spend.

*Leg Shot:* You deal damage as appropriate for your weapon and may make a special combat maneuver check to trip the target. This functions as a normal combat maneuver check except you apply your Dexterity modifier to the check instead of your Strength modifier, and you ignore bonuses or penalties based on your size (but not the target's). If the check succeeds, the target drops prone as if tripped. You may spend grit to gain a bonus on your combat maneuver check. For each point of grit you spend, you gain a +2 bonus on your combat maneuver check. Creatures immune to being tripped are immune to this ability.

*Wing Clip:* You deal damage as appropriate for your weapon and may cause enemies to fall out of the air. If the target of the attack has a flight speed, you may inflict a penalty on their Fly checks by spending grit. For each point of grit you spend, the target suffers a -2 penalty to Fly skill checks. This penalty lasts until the target receives a DC 15 heal check or is healed of hit point damage.

*Close Wound (Ex):* As a standard action, the gunslinger can hold her gun across a bleeding wound and fire, burning the wound closed. She expends one shot from a firearm she wields and ends a bleed effect on a creature she can touch (including herself). In addition the gunslinger gains 2 grit points when she uses this ability. At 8<sup>th</sup> and 16<sup>th</sup> level, the gunslinger

increases the amount of grit gained by this ability by 1.

*Deadeye Shot (Ex):* As a standard action, the gunslinger makes a single attack with a firearm against a target within one range increment of the weapon she's attacking with. This attack is resolved as a touch attack within this distance. In addition, the gunslinger deals an extra 1d6 precision damage on the shot for every 2 levels of gunslinger she has (+1d6 at 2<sup>nd</sup> level, +2d6 at 4<sup>th</sup> level, etc). If the attack succeeds, the gunslinger regains 1 grit. At 8<sup>th</sup> and 16<sup>th</sup> level, the gunslinger increases grit gained by this ability by 1.

A gunslinger using a shotgun weapon (such as a blunderbuss, scattergun or short scattergun) deals precision damage with deadeye shot as if her gunslinger level was 6 lower than her actual level (so at 8<sup>th</sup> level she deals +1d6 damage with shotgun weapons, +2d6 at 10<sup>th</sup>, and so on).

*Desperado (Ex):* As a full-round action, the gunslinger can expend grit and fire shots all around her in a blazing storm of smoke and fire. This deed can only be performed while dual-wielding revolvers or short-scatterguns. The gunslinger must expend a total of 10 shots (if wielding revolvers) or 4 shots (if short-scatterguns). Enemies within one range increment of her weapons suffers 2d6 points of weapon damage per point of grit spent if used with revolvers, or 3d6 weapon damage per point used with short-scatterguns, with a Reflex save (DC 10 + ½ level + Dexterity modifier) for half damage.

*Dive for Cover (Ex):* Whenever the gunslinger is the target of a ranged attack, the gunslinger may expend 1 grit to move up to one-half her speed to get behind an object that would provide cover (such as a tree, a tavern bar, or an overturned table), gaining the benefits of the cover against the attack. If no cover is available within the appropriate distance, she instead may drop prone (gaining the +4 bonus to armor class for being prone against the attack). If she drops prone in this fashion, she may spend 1 grit on her turn to stand up as a swift action. Movement from this ability provokes attacks as normal, but standing up again does not.

*Lock and Load (Ex):* The gunslinger gains the Rapid Reload feat even if she doesn't meet the prerequisites. In addition, she may spend 1 grit to reload an additional shot in the same action.

*Piercing Shot (Ex):* As a standard action, the gunslinger may make a single shot with a firearm she's wielding to target all enemies in a line. The length of the line is the first range increment of the weapon the gunslinger wields. Make a single attack roll and compare it to the armor class of each creature in the



line. Each creature after the first gains a +2 bonus to their armor class for each creature before them against the attack (so the 2<sup>nd</sup> creature in the line gets a +2 bonus, while the 3<sup>rd</sup> gets a +4, and so on). Each creature that is struck takes damage normally and an additional 1d6 damage for every 2 points of grit the gunslinger currently has.

*Pistol Whip (Ex):* A gunslinger with this deed can attack with her firearms as though they were clubs (for pistols, revolvers and short-scatterguns) or greatclubs (for muskets, rifles and scatterguns), and is treated as having proficiency with those weapons. Additionally, as long as she has at least 1 grit remaining, she may apply the enhancement bonus and special abilities of her firearms to these melee attacks (so a +3 *flaming revolver* is treated as a +3 *flaming club*). If the gunslinger's firearm is equipped with a bayonet, the gunslinger may deal damage as if the club was one size category larger, and may choose to deal bludgeoning or slashing damage.

*Rapid Firing (Ex):* The gunslinger gains the Rapid Shot feat even if she doesn't meet the prerequisites. In addition, she may ignore the -2 attack penalty for using the feat if she spends 1 grit when declaring she is using Rapid Shot.

*Rolling Shot (Ex):* As a full-round action, the gunslinger may move up to half her speed without provoking attacks of opportunity; and she may make a single attack with a firearm she's wielding during any part of this movement. Additionally, she gains a dodge bonus to her Reflex saves and to armor class equal to ½ her gunslinger level (minimum 0) until the end of her next turn. If the attack succeeds, the gunslinger regains 1 grit. At 6<sup>th</sup> level, if the gunslinger is wielding two firearms when she uses rolling shot, she may attack with both weapons (incurring penalties for fighting with two weapons as normal), but only regains grit if both attacks succeed.

*Shotgun Nightmare (Ex):* The gunslinger has learned to wield a shotgun at the closest ranges and turn enemies into puddles of bloody meat. As long as the gunslinger has at least 1 grit remaining, she can fire any shotgun weapon in melee without provoking attacks of opportunity. In addition, each shot deals an additional 1d6 points of precision damage, plus an additional 1d6 damage at 4<sup>th</sup> level and every 4 levels thereafter (8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup>). While wielding scatterguns in this way, she is treated as threatening opponents within her reach with the scatterguns, and may even make attacks of opportunity and flank using her scatterguns.

*Shotgun Opera (Ex):* When making an attack with a shotgun weapon, the gunslinger can expend 1 grit to expend 2 shots at once. If the attack hits, the gunslinger deals double damage (or triple on a critical hit).

*Silver Bullet (Su):* As a swift action, the gunslinger can expend 1 grit to treat her attacks as though they were made of a special material (such as silver or adamantine) for 1 round, allowing her to overcome certain damage reductions. This doesn't actually grant any other benefits of the special material (such as adamantine's ability to ignore hardness).

*Trick Shot (Ex):* When making an attack with a firearm, the gunslinger may expend 1 grit to shoot an object that would be considered solid cover (such as a wall, ceiling, overturned table, etc) with a hardness of 5 or greater without hurting the object. She may then immediately choose a different target to treat as the target of the attack, except she treats the origin of the attack as the location of the object she originally fired on for purposes of determining line of effect and line of sight (thus allowing the gunslinger to shoot around obstacles or even at enemies she herself doesn't have line of sight to; though she may suffer miss chances due to concealment as normal).

**Sixth Sense (Ex):** At 2<sup>nd</sup> level, the gunslinger adds one-half her gunslinger level to initiative checks. In addition, she gains the Quick Draw feat as a bonus feat, even if she does not meet the prerequisites.

**Cold Stare (Ex):** At 4<sup>th</sup> level, the gunslinger adds a bonus to all Intimidate checks equal to her current grit. Additionally, as long as she has at least 1 grit remaining, she may use Intimidate to demoralize an opponent as a move action (instead of a standard).

**Greater Deeds:** At 6<sup>th</sup> level, a gunslinger may choose deeds from a wider array. She may now choose any of the following deeds, and immediately gains one of her choosing.

*Blind Shot (Ex):* The gunslinger gains the Blind-Fight feat even if she does not meet the prerequisites. In addition, as long as she has at least 2 grit remaining, her firearms are treated as if they had the seeking weapon property.

*Double Action (Ex):* The gunslinger can fire two shots at once when she fires a revolver or rifle. This functions as the Manyshot feat, except that it functions for revolvers and rifles.

*Eagle Eyes (Ex):* The gunslinger treats the base range increment of all firearms she wields as if they were 50% longer (so 50 ft. becomes 75 ft.). This ability functions as long as she has at least 1 grit remaining. She also gains a +1 insight bonus on attack rolls equal



to ½ her remaining grit. Apply this ability before other effects that increase range (such as the *distance* weapon enhancement).

**Hand Cannons (Ex):** By expending 4 grit, the gunslinger may make attacks with shotgun weapons as though they were cone-effects for 1 round. Each time she would make an attack with a scattergun or short-scattergun, she instead hits everything in a cone for an amount equal to the scattergun's damage, with a Reflex save (DC 10 + ½ level + Dexterity modifier) for half. The cone's length is equal to one range increment of the scattergun. This ability may function with *Shotgun Nightmare*.

**Sniper Shot (Ex):** As a swift action, the gunslinger may expend 1 grit to double the range increment and threat-range for all firearms she wields for 1 round. This bonus is applied before other effects that increase range increments, such as the distance weapon enhancement.

**Wounding Shot (Ex):** As a standard action, the gunslinger can make a single attack with a firearm she wields. If the attack hits, it deals weapon damage normally and 1 point of Strength, Dexterity, or Constitution damage as chosen by the gunslinger. Alternatively, the gunslinger may expend 2 grit to deal this ability damage as part of a normal attack. The grit is expended even if the attack misses.

**Double Tap (Ex):** At 8<sup>th</sup> level, whenever the gunslinger confirms a critical hit with a firearm, she may make an additional attack against the same creature at her highest attack bonus. This ability functions as long as she has a least 4 grit remaining. This ability cannot be used more than once per round.

**Evasive Action (Ex):** At 10<sup>th</sup> level, the gunslinger gains the Wind Stance feat even if she does not meet the prerequisites. At 14<sup>th</sup> level, she gains the Lightning Stance feat, even if she does not meet the prerequisites.

**One More Bullet (Su):** At 12<sup>th</sup> level, a gunslinger always seems to have fate on her side and bullets in her guns. A gunslinger can continue to fire even when she should be out of ammunition. By expending 1 grit, the gunslinger can act as though her firearm has one extra shot, allowing her to shoot or expend ammunition without actually expending ammunition. This ability functions even if the firearm had no shots left in it. At 16<sup>th</sup> level, she is treated as having up to 3 bullets in her guns. At 20<sup>th</sup> level, each time she expends grit in this way, she treats her firearms as fully-loaded.

*"I counted each and every shot she fired, and when she was out, I counted some more."*

**Legendary Deeds:** At 15<sup>th</sup> level, the gunslinger can

perform heroic actions that are the things of legend. She may now choose any of the following deeds, and immediately gains one of her choosing.

**Gunslinger's Curse (Su):** As a standard action, the gunslinger may expend 4 grit and make an attack with a firearm against a creature within range. If the attack hits, the creature suffers damage normally and must make a Will save (DC 10 + ½ level + gunslinger's charisma modifier) or be cursed as though the gunslinger had cast *bestow curse* on them with a caster level equal to the gunslinger's level.

**Marked for Death (Su):** As a full-round action, the gunslinger makes a single attack with a firearm against a target within range. If the attack succeeds, the gunslinger deals no damage but invokes a special type of curse on the target, marking them for death. Until the beginning of the gunslinger's next turn, every successful attack against the target automatically threatens a critical hit (roll to confirm as normal). In addition, the target suffers a penalty to all saving throws equal to the amount of grit the gunslinger has remaining (if any) as long as the effect lasts.

**Sentinel (Ex):** A gunslinger with this deed is a deadly protector of her allies. As an immediate action, she may declare one ally she can see to be under her protection. Each time that ally becomes the target of an attack, the gunslinger may spend 1 grit to immediately gain an attack against the creature attacking the protected ally as though she had readied an action to attack the creature attacking her ally. The gunslinger may continue to spend grit for each attack her protected ally is targeted by.

**Second Chance (Ex):** At 18<sup>th</sup> level, when the gunslinger would die the gunslinger may instead expend all of her remaining grit to instead drop to -1 hit points and immediately stabilize. After using this ability she cannot gain grit through any means for 24 hours.

**Legendary Gunslinger (Ex):** At 20<sup>th</sup> level, the gunslinger is a thing of legend. All of her deeds have their grit cost reduced by 1 (to a minimum of 1) and she increases the grit gained from her deeds by 1. Finally, at the beginning of her turn, she gains a number of temporary hit points equal to the amount of grit she has remaining. These temporary hit points last for 1 round.

### THE GUNSLINGER

Level (d10)	Base Attack	Fortitude	Reflex	Will	Special
1	+1	+0	+2	+0	Grit, Deeds
2	+2	+0	+3	+0	Sixth Sense
3	+3	+1	+3	+1	Deed
4	+4	+1	+4	+1	Cold Stare
5	+5	+1	+4	+1	Deed
6	+6/+1	+2	+5	+2	Great Deed
7	+7/+2	+2	+5	+2	Deed
8	+8/+3	+2	+6	+2	Double Tap
9	+9/+4	+3	+6	+3	Deed
10	+10/+5	+3	+7	+3	Evasive Action
11	+11/+6/+1	+3	+7	+3	Deed
12	+12/+7/+2	+4	+8	+4	One More Bullet
13	+13/+8/+3	+4	+8	+4	Deed
14	+14/+9/+4	+4	+9	+4	Evasive Action
15	+15/+10/+5	+5	+9	+5	Legendary Deeds
16	+16/+11/+6/+1	+5	+10	+5	One More Bullet
17	+17/+12/+7/+2	+5	+10	+5	Deed
18	+18/+13/+8/+3	+6	+11	+6	Second Chance
19	+19/+14/+9/+4	+6	+11	+6	Deed
20	+20/+15/+10/+5	+6	+12	+6	Legendary Gunslinger, One More Bullet

**Class Skills (4 + Int Modifier):** The gunslinger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Str), Knowledge (Engineering), Knowledge (Local), Perception (Wis), Profession (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Slight of Hand (Dex), and Swim (Str).

### FIREARMS

Firearm	Cost	Dmg (S)	Dmg (M)	Critical*	Range	Capacity	Weight	Type
Pistol	25 gp	1d6	1d8	18-20/x2	60 ft.	1	3 lb.	B and P
Revolver	50 gp	1d6	1d8	18-20/x2	60 ft.	6	4 lb.	B and P
Musket	100 gp	1d10	2d6	18-20/x2	120 ft.	1	8 lb.	B and P
Rifle	300 gp	1d10	2d6	18-20/x2	120 ft.	5	9 lb.	B and P
Scattergun	200 gp	3d4*	3d6*	x2	30 ft.	2	6 lb.	B and P
Short-Scattergun	200 gp	3d4*	3d6*	x2	15 ft.	2	4 lb.	B and P
Blunderbuss	100 gp	3d4*	3d6*	x2	20 ft.	1	5 lb.	B and P



**FIREARM RULES**

Firearms are an exceptionally unique type of weaponry. For the most part they are simple and easy to use, if sometimes difficult to maintain. However, most do not understand how to make particularly keen shots, as learning to deal with the recoil of a firearm can often be difficult for those familiar with archaic weaponry.

**Firearm Basics**

**Proficiency:** All firearms are treated as simple weapons for the purposes of basic proficiency, as the basics are pretty simple (point and pull the trigger). However, for anyone without the Exotic Weapon Proficiency (Firearms) feat, firearms only threaten a critical on a roll of 20 and only have a x2 multiplier; regardless of the type of firearm being wielded.

**Reloading:** Characters without the Exotic Weapon Proficiency (Firearms) feat require a full round action to load 1 shot into a firearm. Possing the exotic weapon proficiency reduces the reload time to a standard action. Characters with Exotic Weapon Proficiency (Firearms) may also take the Rapid Reload (Firearms) feat to reduce their reload time to a swift action.

**Combat Notes:** Firearms can be fired while prone, just like crossbows; and can be used to preform a coup de grace against an adjacent enemy.

**Perception and Magical Silence:** Firearms create loud bursts of sound when they are fired. The base DC to hear the sound of a gunshot is -20, modified by range and conditions as appropriate. Firearms are not ideal weapons for those wishing to go unnoticed. Those concerned with going unnoticed typically have their guns magically *silenced*. See magic firearms items below.

**Firearm Group:** Fighters can choose “firearms” as a weapon group as part of their Weapon Training class feature, which includes the blunderbuss, musket, pistol, revolver, rifle, scattergun and short scattergun.

**Weapon Descriptions**

**Handguns:** Handgun is a catch-all term for firearms held and fired with one hand, such as pistols and revolvers; and characters may choose “Handgun” for effects based on weapons (such as for the Weapon Focus feat) and have the benefits applied to all types of handguns.

**Pistols:** Pistols are some of the earlier models of hand held firearms, and are favored for their low cost when compared to firearms, making them far more common among common soldiers and civilians. Pistols require reloading after each shot.

**Revolver:** Revolvers are the next evolution in the pistol design. Revolvers include a rotating chamber

that can be filled with multiple shots, allowing the wielder to fire repeatedly before needing to reload. Revolvers are too expensive for most civilians and low-ranking soldiers to afford, but are popular with adventurers for their improved capacity.

**Quick-Load Cylinder:** Revolvers are designed to come apart for cleaning and maintenance, and new cylinders replaced quickly and easily. Many savvy gunslingers and warriors will purchase spare cylinders and load them full of shots before long battles; allowing them to swap the entire cylinder out for the spare, reloading the entire gun in the same time it would take the user to reload a single shot.

**Longarms:** Longarm is a catch-all term for firearms such as muskets and rifles; and characters may choose “Longarm” for effects based on weapons (such as for the Weapon Focus feat) and have the benefits applied to all types of long-guns.

**Musket:** Muskets are some of the earlier models of long barreled firearms. While designs have changed over time, their general function remains the same. Muskets can fire a single powerful shot over long distances before needing to be reloaded.

**Rifles:** Often called “clockwork muskets” due to their intricate mechanics, the rifle is the next evolution in musket technology; allowing the wielder to fire multiple shots before needing to reload. Their designs vary slightly depending on the model. Some rifles use large cylinders, much like their smaller revolver cousins, while some gunsmiths have adapted spring-loaded cartridges to ready new shots to be fired.

**Quick-Load Cartridge:** Rifles can fire multiple shots before needing to be reloaded, and many wielders who are planning for long but active fights purchase additional rifle cartridges or cylinders and load them beforehand, allowing them to swap out the whole cartridge or cylinder, allowing them to reload the entire gun in the same time it would take to reload a single shot. Quick-load cylinders for rifles are identical to quick-load cartridges in game terms, and have the same cost, weight, and effects.

**Shotgun:** Shotgun is a catch-all term for weapons such as the Blunderbuss, Scattergun, and Short-scattergun; and characters may choose “Shotgun” for effects based on weapons (such as for the Weapon Focus feat) and have the benefits applied to all types of shotguns. A shotgun weapon loses a die of damage each time it would suffer a penalty for range increments, with a minimum of 1 die. Thus a blunderbuss deals 3d6 at 0-20 ft., 2d6 at 25-60 ft., and 1d6 at 65 ft. or more.



**Blunderbuss:** The blunderbuss is one of the earliest forms of shotguns. Amounting to little more than a wide barrel loaded with shot and then fired in a spray, they are sometimes known as “personal cannons”. The blunderbuss is the cheapest form of shotgun, but still very deadly.

**Improvised Shot:** The blunderbuss can be loaded with improvised shot, costing nothing more than the cost of some black powder. Improvised shot is made of materials not intended to be used as projectiles, including gravel, small nails, cutlery, or pretty much anything small and hard lying around. Improvised shot inflicts damage as though the blunderbuss was one size category smaller (3d4 for medium, 3d3 for small, etc).

**Scattergun:** The scattergun is an evolution of the blunderbuss, with a pair of longer barrels that can fire a shot each. Scattergun wielders enjoy being able to fire twice before reloading, and having a bit more range.

**Short-Scatterguns:** Seen as a genius modification to some, and the work of the insane by others, the short-scattergun is a scattergun that has had much of its barrels cut off by a blacksmith or gunsmith, making it light enough to wield in one hand at the cost of range.

**Ammo Belts:** Sometimes called “bandoliers”, an ammunition belt is a leather strap or belt that has been fitted with small sections that hold shots for various firearms. These ammunition belts make it easy to retrieve ammunition quickly, and many professional gunmen wear two, three, or more ammo belts loaded with shots. Each ammo belt holds 50 shots.

**Bayonet:** Bayonets are blades that are attached to the ends of pistols and other firearms, allowing the user to attack with the bayonet in close range without dropping their guns. A bayonet deals damage as a dagger sized for the wielder, plus the strength modifier of the gunslinger, and is treated as a two-handed weapon if attached to a musket, rifle, or scattergun. Bayonets also increase the damage of a gunslinger's pistol whip deed, as described in the deed's description.

Scattergun Shot (5)	1 gp	-
Improvised Shot (5)	5 sp	-
Ammo Belt	1 gp	1 lb.*
Bayonet	2 gp	1 lb.*

\*: These weigh half as much for small characters.

### Alchemical Items

**Black Powder:** Discovered through alchemical experimentation long ago, the black powder is created through a mixture of sulfur, charcoal, and saltpeter, and is extremely flammable and explosive. Most firearms are propelled by small amounts of black powder placed inside metal shells, that is ignited by a chemical primer (typically a single drop of alchemist fire that is exposed when the gun's hammer strikes the shell). While most firearms don't use black powder exclusively to shoot as with their earliest models, black powder remains a staple material in production of ammunition for firearms. Black powder has also been adapted to other uses as well, including the production of explosives, beautiful fireworks, and siege weaponry.

**Trade Value:** Black powder is a trade good and is worth about 1 gp per pound for a small bag of powder. The craft (alchemy) DC to create black powder is 11, and the average alchemist produces 7 lbs per week.

**Bombs, Black Powder:** After the discovery of the explosive power of black powder, it didn't take long before clever warlords decided that they could make weapons out of the powder itself. A black-powder bomb varies in appearance, but in all cases it's about a pound of black powder in a sealed container with a wick or an alchemy-treated fuse which can be lit to ignite the bomb. A black powder bomb can be lit as a full-round action with a flint and steel, or as a move action with a tindertwig, *prestidigitation*, or similar method of ignition. Once lit, a black powder bomb explodes at the end of the user's next turn, giving them only one round to throw it or move away from the blast. Creatures hit directly with the bomb are denied a saving throw against the bomb's blast damage.

A black powder bomb inflicts damage in a splash radius dependent on the size of the bomb. The type of damage is ½ fire and ½ sonic damage. Creatures caught in the radius of a black powder bomb may make a Reflex save (DC 10 + ½ the base attack bonus of the person who threw it + the person's Dexterity modifier, or 10 if stationary) to take half damage. Alchemist apply their damage bonus after the Reflex save is

### FIREARM EQUIPMENT

Item	Cost	Weight
Quick-load cylinder	10 gp	1 lb.*
Quick-load cartridge	25 gp	1 lb.*
Pistol or Revolver Shots (20)	1 gp	-
Musket or Rifle Shots (10)	1 gp	-



made.

Black powder bombs may be combined to produce larger explosions, but they quickly become too large to throw, and suffer from diminishing returns, as it takes progressively larger quantities of black powder to make noticeably stronger explosions. For every 4 black powder bombs of a single size, you can create 1 black powder bomb of a greater size. Thus a it would take 4 small black powder bombs to create a medium bomb, 16 small bombs to create a large bomb, and 64 small bombs to create a huge bomb, and so forth.

A character cannot throw a bomb that is larger than her size category. Bombs are thrown weapons with a range increment of 10 ft. The craft (alchemy) DC to create black powder bombs is DC 15.

As with firearms, bombs create a lot of noise when they explode. The base DC to hear a small bomb is -20. Every size category of the bomb above small decreases the DC by 5 (so the DC to hear a colossal bomb is -45).

#### BLACK POWDER BOMBS

Bomb Size	Radius	Damage	Cost	Weight
Small	5 ft.	1d6	5 gp	1 lb.
Medium	10 ft.	2d6	20 gp	4 lb.
Large	15 ft.	4d6	80 gp	16 lb.
Huge	20 ft.	8d6	320 gp	64 lb.
Gargantuan	30 ft.	16d6	1,280 gp	256 lb.
Colossal	40 ft.	32d6	5,120 gp	1,024 lb.

#### MAGIC FIREARMS

Firearms are a miracle of alchemy and engineering; and it does not take long before someone inevitably decides to combine this new technological power with the power of the arcane, or bless these weapons with divine magics. Here are a number of magical enhancements that are commonly used with firearms or firearm technology.

#### Weapon Enhancements

**Silenced:** A *silenced weapon* creates no sound when it is used to make an attack. Silenced swords do not ring when they hit something, a silenced bow doesn't make a sound when the string is released, and so forth. Any Perception checks made to hear the weapon being used automatically fail. Faint illusion; CL 1<sup>st</sup>; Craft Magic Arms and Armor, *muffle weapon*; Price +500 gp

**Reloading:** A *reloading weapon* magically reloads one shot each round on its own, without requiring any action by the wielder. The wielder still must possess an ammunition source to reload from for this effect to occur. Bows rarely have this enhancement as reloading them is a free-action, and is thus is more likely found on crossbows, firearms, and slings. Faint transmutation; CL 1<sup>st</sup>; Craft Magic Arms and Armor, *phantom reload*; Price +500 gp.

**Slaying:** A *slaying weapon* has been specifically enhanced to slay a particular type of creature. A slaying weapon threatens to kill or destroy a particular type of creature (the type of creature is chosen upon its creation, and must be selected from the same list as the *arrow of slaying*). Whenever a creature of the chosen type is struck by the weapon, it must make a DC 14 Fortitude save or be slain (or destroyed for non-living creature types) instantly. Ranged weapons bestow this property on their ammunition. Strong necromancy; CL 13<sup>th</sup>; Craft Magic Arms and Armor, *finger of death*; Price +2 bonus.

#### Armor and Shield Enhancements

**Ballistic:** *Ballistic* armors and shields provides enhanced protection against ranged attacks. A character wearing ballistic armor is treated as having damage reduction 3/- against ranged attacks. Faint abjuration; CL 3<sup>rd</sup>; Craft Magic Arms and Armor, *protection from arrows*; Price +1 bonus.

**Ballistic, Greater:** *Greater ballistic* functions as *ballistic*, except the damage reduction is instead 6/- against ranged attacks. Faint abjuration; CL 3<sup>rd</sup>; Craft Magic Arms and Armor, *protection from arrows*; Price +3 bonus.

#### Wondrous Items

##### Endless Cylinder

**Aura** faint transmutation; CL 1<sup>st</sup>;  
**Slot** none; **Price** 3,000 gp; **Weight** 1 lb.

##### DESCRIPTION

This quick-load cylinder appears to be filled with plain revolver ammunition, much like any other. However, each time a shot is fired from the revolver, the shot is refilled in the cylinder at the same time as it rotates to the next; allowing the revolver to be fired continuously without reloading.

##### CONSTRUCTION

**Requirements** Craft Wondrous Item, *abundant*

*ammunition; Cost 1,500 gp*

## NEW SPELLS

The following are new spells that function alongside firearms of all kinds.

### Phantom Reload

**School** transmutation; **Level** bard 0, cleric 0, druid 0, magus 0, oracle 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell**

**Resistance** yes (harmless)

This spell creates an unseen force around the recipient that continuously attempts to reload ranged weapons the creature wields. One per round, the force will reload a single shot for any ranged weapon the creature is wielding (such as a sling, crossbow, or firearm) without any effort from the wielder.

### Muffle Weapon

**School** illusion (glamer); **Level** bard 0, cleric 0, druid 0, magus 0, oracle 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

**Casting Time** 1 standard action-taking

**Components** V, S, M (a tiny wooden sword wrapped in cloth)

**Range** touch

**Target** weapon touched

**Duration** 10 minutes/level

**Saving Throw** none; **Spell Resistance** no

You touch a weapon and cut it off from the ebb and flow of sound. When the weapon strikes something, the sound is dulled. When it is swung, the sound of air displacing does not follow it. Projectile weapons make no sound when they are fired, and pass the benefits of this spell to their ammunition. Any Perception checks made to hear sounds made by a muffled weapon automatically fail, and striking an object is partially muffled, increasing the DC to hear the sound of the weapon hitting the object (such as breaking down a door) by +5.

## NEW FEATS

The following are new feats that may be of use to the gunslinger or anyone else interested in firearms and

their uses.

### Aimed Shot (Combat)

You can spend actions to make a particularly deadly shot.

**Prerequisite:** Base attack +1.

**Benefit:** You may study a target as a standard action. Each round spent studying your target (to a maximum of 3 rounds) grants a +2 bonus to hit and +2 bonus to damage on your next ranged attack. When your base attack bonus reaches +4, and every 4 points thereafter, you increase the benefit of this feat by +2 per round spent studying.

### Bodyguard (Combat)

You're adept at intercepting ranged attacks.

**Benefit:** Allies adjacent to you are treated as having soft cover against ranged attacks, even if you are not directly in the path of the attack.

### Executioner (Combat)

You're a hardened killer.

**Benefit:** You may make a coup de grace as a standard action instead of a full-round action. You still provoke attacks of opportunity.

### Extra Deed (General)

You're more talented than most gunslingers.

**Prerequisites:** Deeds class feature.

**Benefit:** You may select any deed available to a 1<sup>st</sup> level gunslinger to add to your list of deeds known.

**Special:** You may take this feat multiple times. Each time you must select a different deed.

### Extra Grit (General)

While other gunslingers need a moment to cool down, you're just heating up.

**Prerequisite:** Grit class feature.

**Benefit:** You increase your maximum grit by 2.

### Gifted Gunman (Combat)

You're gifted with a gun and never stopped training.

**Prerequisite:** Grit class feature.

**Benefit:** You treat your gunslinger level as 4 higher, to a maximum of your hit dice, for the purposes of determining your maximum grit and how much grit you can spend at once (for example: a multiclassed gunslinger 3 / bard 4 would be treated as a 7<sup>th</sup> level gunslinger for purposes of maximum grit and how much grit he can spend).



### **Hot Headed (General)**

Your anger creates gritty determination.

**Prerequisites:** Rage class feature, Grit class feature.

**Benefit:** Whenever you enter a rage you immediately gain 1 temporary grit, and you gain 1 temporary grit each round spent in a rage. Temporary grit do not count towards your maximum grit, and unspent grit gained from this ability are lost when your rage ends.

### **Human Shield (Combat)**

You can grab someone and use them as cover.

**Benefit:** When you initiate a grapple with a creature, you are treated as having soft-cover against all ranged attacks as if the creature was between you and the attacker while grappling. If someone misses you with a ranged attack while grappling, you may choose to have the attack resolved as if they were attacking the creature you're grappling (if grappling with multiple creatures, choose one).

### **Lookout Man (Combat)**

You can quickly warn allies of impending danger in time for them to act.

**Prerequisite:** Perception 5 ranks.

**Benefit:** During a surprise round, you may forgo your action to allow your allies within 30 ft. to act instead.

### **Militia Training (Combat)**

You gain just enough training to learn how to wield simple weapons.

**Benefit:** You gain proficiency with all simple weapons.

**Special:** Most classes begin with proficiency in all simple weapons.

### **Military Training (Combat)**

You've trained enough with weapons to become proficient in martial weapons.

**Prerequisite:** Proficiency with all simple weapons.

**Benefit:** You gain proficiency with all martial weapons.

**Special:** Martial classes (barbarian, fighters, paladins, rangers, etc) begin play with proficiency in all martial weapons.

### **Shotgun Terror (Combat)**

Double barrels of fear, locked and loaded.

**Prerequisite:** Proficiency with firearms.

**Benefit:** When you confirm a critical hit with a shotgun weapon (blunderbuss, scattergun, or short-scattergun) against a creature, the creature immediately gains the Shaken condition until the end of your next

turn. This is a mind-affecting fear effect.

### **Thunderous Strike (Combat)**

You can strike an opponent with your firearm and then unload the contents into them at point-blank range.

**Prerequisite:** Pistol whip deed.

**Benefit:** When you confirm a critical hit while using your firearm as a melee weapon with the pistol whip deed, or with a bayonet, you may make a ranged attack against the same target with your firearm as a swift action. Unlike most ranged attacks, attacking in this way does not provoke attacks of opportunity for firing in melee, and the target is treated as being flat-footed against the attack.

### **Xylophone Cacophony (General)**

You can announce yourself with a glorious fanfare of gunfire and the tap of the hammer on the bullet.

**Prerequisite:** Bardic performance, firearm proficiency

**Benefit:** During a round where you make a full-attack with a firearm, you may begin a bardic performance as a swift action.



#### Version History

Version 1.00 – 1.1.5 :: Initial development, organization, alpha abilities added.

Version 1.1.6 – 1.2.1 :: Cleaned up some wording. Added more information concerning black powder, worked on equipment.

Version 1.2.2 – 1.2.4 :: Introduced some new feats, preformed some errata to abilities to correct an exploit.

Version 1.2.5 :: Added spells, magic items, firing prone, and Perception rules.

Version 1.2.6 :: Cleaned up the wording and effects of the legendary deed marked for death (must have been written late at night, it was a mess). Made some errata to the base firearm statistics to balance them for other martial classes (the critical multipliers were too strong when used with core martial classes).



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