

THE GUN MAGE

A new class for the Iron Kingdoms™ d20 RPG setting

By Brian Gute with Brett Huffman

The Fraternal Order? Hah! Don't get me started. Those wankers think they know everything what there is ta know about magic. Well, let me tell ya, me mucker, there's a thing or three those ponces don't know...only they're not smart enough ta see it. Always faffin' about with musty old tomes, they just don't get it. Magic is here and now. It's not about the past, it's about action and change, but some of 'em just can't see past the spectacles on the ends o' their noses. Ya don't need books, ya don't need highfalutin' sigils and passwords and handshakes and all that cack. Magic's everywhere, ya just need ta feel it, shape it, and make it do what ya want.

When I was a wee lad, me pappy showed me 'is pistol. It warn't nothin' fancy, but it was 'is and 'e was proud of it. And then 'e let me touch it, and it sent chills through me. I didn't know what it was about that pistol, but I knew that someday I had to have one. I snuck glances at it whenever I could, and snuck in and touched it when 'e warn't around. The day 'e finally let me shoot it...well, it was like somebody'd done lifted a veil from over me eyes and I was seeing fer the first time. It did somethin' ta me and I knew, I just knew, how ta make that pistol do...more.

When 'e let me fire another shot, I just sorta pushed when I pulled on the trigger. Not like with me arms or fingers, but with me...soul. And flames, like nothin' I'd ever seen before shot outta that pistol. Well, a course 'e'd never let me touch it again, but I 'ad to 'ave it. So I lit out the next night, stole it right from under 'is nose and I ain't never looked back again. Me poor ole pappy, 'e just didn't understand it any better then those mucky-mucks of the Fraternal Order. A pistol and soul, that's what it takes to make magic.

—Roderick Bannon, gun mage, Five Fingers

DESCRIPTION

Gun mages are wild cards, their magic comes in fits-and-starts, and few truly understand the strange bond they form with their pistols. Like sorcerers, gun mages seem to be born with this talent, but it is one that requires intense training and practice. Due to their strong desire to wield pistols and their hours of training with them, their magic is more limited than that of the sorcerer or wizard. However, they are far better combatants, though their emphasis on the pistol has limited their knowledge of other weapons.

Almost all of them have been exposed to pistols during their childhood and have formed a strange predilection for the costly weapons. Instinctively, they begin to scratch mystic runes into the pistol grip and along the metal frame and barrel, mystically reinforcing the pistol for use with their arcane talent. Through hours of intense mental focus and training, they form a strange kinship with the pistol, developing their own unique, arcane magic that incorporates this firearm. The process by which the gun mage channels magical energy through the pistol becomes obvious to this gifted individual, and gun mages have



a hard time understanding why others find this idea and practice so completely foreign. As the young gun mage grows and develops, through constant practice he learns the limitations of simple steel and comes to understand how to reinforce the metal to withstand potent arcane energies. Through this training and dedication, the pistol becomes an extension of the man.

Many gun mages are loners, misunderstood or feared for the strange powers that they manifest. And this tendency, coupled with the free-spirited nature of many gun mages, leads them into trouble more often than not. Some become little more than hired guns or brigands, but others continue to push and develop their talents. And if they are lucky they find their way, or find someone to take them, to one of the new military orders that have begun to recruit and train these individuals.

Gun mages are most at home amongst other free-spirited folk. Scholars and bookish sorts tend to be too stuffy for the gun mage's liking, and they regularly find themselves at odds with more lawfully minded persons, such as clerics of lawful deities, paladins, and monks. Wizards, in particular, tend to look condescendingly on gun mages. They have been heard to say that the gun mage's reliance on a physical weapon is a crutch and that they are simply crippled sorcerers, forever in need of a physical focus in order to manifest their powers. Gun mages, in turn, have been heard to say that their arcane fellows are simply jealous of their abilities and their intuitive knack for magic.

Adventurers: Many gun mages adventure to test their skill and abilities, for only through constant training and trial-and-error can one expand his skills and develop the mental focus necessary for this demanding form of wizardry. They also adventure for profit. Many of them long to feel the cold, weighty reassurance of the grip of a magelock pistol, for the odd steel of these weapons is well-suited to their form of magic and are able to withstand greater arcane forces than common steel.

Alignment: Gun mages tend to be free spirits. Their magic is a talent, a passion. It is not the bookish training common to the wizard orders, or even the intuitive art of the sorcerer. It requires focus and intense training, but also a quickness of mind and sureness of purpose that only comes from complete confidence in one's ability. They tend to be less rigidly ordered and far more chaotic than their arcane brethren.

GUN MAGES IN THE IRON KINGDOMS

Gun mages are a fairly new breed in western Immoren. They are folk gifted—or cursed—with the power of sorcery and a strange affinity for pistols. Thus far, gun mages have primarily been seen in Cygnar and Llael, and the folk of these countries seem to take most easily to this strange art, but it's only a matter of time before Khadoran gun mages are seen strutting along the streets of Korsik.

It is most likely that they have sprung up in Cygnar and Llael due to the preference of many of the people of these nations for pistols. In particular, known gun mages tend to be of Rynnish, Thurian, and Umbrean stock. These wild young men and women generally seek to make their own way in the world, without relying on others. While dwarven and elven gun mages very likely exist, none have been recognized as such within the human kingdoms. Of the other races, only gobbers are likely to show any inclination for this odd form of sorcery.

GAME RULE INFORMATION

Abilities: Charisma determines how powerful a spell a gun mage can cast, how many spells the gun mage can cast per day, and how hard those spells are to resist. To cast a spell, a gun mage must have a Charisma score of $10 + \text{spell's level}$. A gun mage gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a gun mage's spell is $10 + \text{the spell's level} + \text{the gun mage's Charisma modifier}$. Charisma and Intelligence are both important for many of the gun mage's class skills (see below).

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The gun mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Craft (small arms) (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Perform (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str). See the PHB for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

TABLE 1–5: THE GUN MAGE

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day						
							0	1	2	3	4	5	6
1	+0		+0	+2	+0	Arcane focus, bond with magelock pistol	2	–	–	–	–	–	–
2	+1		+0	+3	+0	Reinforcing runes	3	0	–	–	–	–	–
3	+2		+1	+3	+1	Cast rune bullet	3	1	–	–	–	–	–
4	+3		+1	+4	+1		3	2	0	–	–	–	–
5	+3		+1	+4	+1	Bonus feat	3	3	1	–	–	–	–
6	+4		+2	+5	+2		3	3	2	–	–	–	–
7	+5		+2	+5	+2		3	3	2	0	–	–	–
8	+6/+1		+2	+6	+2		3	3	3	1	–	–	–
9	+6/+1		+3	+6	+3		3	3	3	2	–	–	–
10	+7/+2		+3	+7	+3	Bonus feat	3	3	3	2	0	–	–
11	+8/+3		+3	+7	+3		3	3	3	3	1	–	–
12	+9/+4		+4	+8	+4		3	3	3	3	2	–	–
13	+9/+4		+4	+8	+4		3	3	3	3	2	0	–
14	+10/+5		+4	+9	+4		4	3	3	3	3	1	–
15	+11/+6/+1		+5	+9	+5	Bonus feat	4	4	3	3	3	2	–
16	+12/+7/+2		+5	+10	+5		4	4	4	3	3	2	0
17	+12/+7/+2		+5	+10	+5		4	4	4	4	3	3	1
18	+13/+8/+3		+6	+11	+6		4	4	4	4	4	3	2
19	+14/+9/+4		+6	+11	+6		4	4	4	4	4	4	3
20	+15/+10/+5		+6	+12	+6	Bonus feat	4	4	4	4	4	4	4

TABLE 1–6: GUN MAGE KNOWN SPELLS

Level	Spells Known						
	0	1	2	3	4	5	6
1	4	–	–	–	–	–	–
2	5	2*	–	–	–	–	–
3	6	3	–	–	–	–	–
4	6	3	2*	–	–	–	–
5	6	4	3	–	–	–	–
6	6	4	3	–	–	–	–
7	6	4	4	2*	–	–	–
8	6	4	4	3	–	–	–
9	6	4	4	3	–	–	–
10	6	4	4	4	2*	–	–
11	6	4	4	4	3	–	–
12	6	4	4	4	3	–	–
13	6	4	4	4	4	2*	–
14	6	4	4	4	4	3	–
15	6	4	4	4	4	3	–
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*If the gun mage's Charisma is high enough to grant a bonus spell of this level.

CLASS FEATURES

All the following are class features of the gun mage.

Weapon and Armor Proficiency: A gun mage is proficient with all simple weapons. Additionally, a gun mage is proficient with all pistols. Gun mages are proficient with light armor, but not with any shields.

Arcane Focus: A gun mage is capable of channeling arcane magic through a pistol. With a functioning pistol, the gun mage always has the arcane focus necessary to cast his spells. He can also make due without inexpensive material components, though any component worth 100 gp or more must be supplied by the gun mage.

Additionally, any ray spells cast by the gun mage are focused through the barrel of his pistol, allowing him to use his pistol ranged attack bonus (and any ensuing bonuses from Weapon Focus or other feats) to determine the ranged touch attack bonuses for resolving the ray spell. Unfortunately, normal pistols are not built to withstand the arcane forces channeled in this way by a gun mage. For every two spell levels cast through the pistol, it loses one point of hardness, rounding up for odd level spells. When the pistol's hardness reaches 0 it is destroyed, consumed by the arcane forces channeled through it. A common pistol has a hardness of 10 and 5 hit points. This damage only applies to ray spells and spells linked to rune bullets. Magelock pistols are immune to this damage.

Bond with Magelock Pistol: A gun mage is capable of bonding with the strange metal used to create magelock pistols. Doing so takes a full day and uses up alchemical materials costing 100 gp. The bonded weapon becomes an extension of the gun mage, and while many gun mages carry a second, third or even fourth pistol, not all of them can bond to multiple magelock pistols. A gun mage can only bond to a number of magelock pistols equal to his Charisma ability modifier.

Spells: Gun mages cast arcane spells like sorcerers, but they have their own spell list (provided below). Gun mages are limited in the number of spells they can cast per day and the number of spells they can learn according to Table 1–4: The Gun Mage and Table 1–5: Gun Mage Spells Known, respectively. The gun mage casts these spells without needing to memorize them beforehand or keep a spellbook. The gun mage's pistol can substitute as an arcane spell focus for any spell requiring a focus. Gun mages receive bonus spells for high Charisma, and to cast a spell a gun mage must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a gun mage's spell is 10 + the spell's level + the gun mage's Charisma modifier.

Reinforcing Runes: As a gun mage's power begins to grow, he learns arcane secrets for reinforcing his pistols to withstand some of the punishment of channeling magical energies, increasing the hardness or hit points of the pistol. For every 50 gp in materials and one day spent carefully carving runes into a pistol, the gun mage can increase the pistol's hardness by 1 point to a maximum hardness of 15. For every 100 gp and one day's time, the pistol's hit points can be increased by 1 point to a maximum of 16. These reinforcing runes stack with the bonuses to a bonded magelock pistol.

Cast Rune Bullet: At 3rd level, the gun mage learns how to craft special bullets that channel spell energy. When firing a rune-cast bullet, the gun mage can, as a free action, channel a spell into the bullet. If the bullet hits its target, it does an additional +1d6 force damage per level of the spell channeled into the bullet. Cantrips only add +1d3 damage.

In addition, upon reaching 6th level, the gun mage's rune-cast bullets are treated as having a +1 enhancement bonus when spell levels are channeled into the bullet, allowing it to overcome resistances to non-magical weapons, as well as dealing the additional damage bonus. This bonus increases by +1 for every 6 levels in the gun mage class; +2 at 12th level, +3 at 18th level.

Casting rune bullets is a very intensive process, requiring molten and powdered metals and meticulous spellwork. Casting rune bullets requires a properly equipped gunner's kit and the appropriate skill check (see Craft [small arms] in Feats & Skills). The material cost, in addition to the standard pistol charge cost, is 1 gp for each rune-cast bullet, which are regularly lead and gold shavings or dust—indispensable for its conductive properties. Once the lead is liquefied, the gold is sprinkled into the molten metal and, as the rounds cool, manifests as flecks. Thereupon the caster etches his signature mark—a runic glyph—with

gold shavings onto the bullet. This mark acts as the receiving point for the gun mage's spells, and the flecks carry the spell throughout the bullet.

Gun mages normally are able to cast and etch 5 bullets per hour, but the cost is exacting and requires focus. Every hour after the first, a gun mage must make a Concentration check (DC 12). If the check fails, the gun mage is fatigued and must wait a full day before attempting to cast more bullets. Magnifying glasses and superior etching tools can lower this DC at the DM's discretion.

Etching the very precise runes is meticulous, especially difficult on the eyes even under the best lighting. A bleary eyed gun mage takes a temporary penalty of -1 to all ranged touch attacks per hour spent casting rune bullets. These points are recovered at a rate of 1 point every 2 hours provided the gun mage is no longer etching runes.

Bonus Feat: Every five levels, a gun mage gains a bonus feat. These must be chosen from the following list: any Metamagic feat, Combat Casting, Combat Loading (Improved Combat Loading), Dodge (Mobility), Improved Initiative, Point Blank Shot (Far Shot, Improved Precise Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus (Craft [small arms]), Spell Focus (Greater Spell Focus), Spell Penetration (Greater Spell Penetration), Weapon Focus (pistol).

THE GUN MAGE'S BONDED MAGELOCK PISTOL

While the gun mage is capable of many spectacular feats with any firearm, he is most impressive when he holds a bonded magelock pistol in his hand. This is a very special sort of firearm. Every budding gun mage seeks to possess at least one of these weapons. The magelock is of dwarven make, created from rare metals in a casting process refined by elite Rhulic craftsmen and have properties attuned to, for lack of a better term among the dwarves, "the haphazard sorceries of manfolk." Gun mages who have polished their magical abilities are adept at weaving spells into and through these weapons for an assortment of fantastic effects, and once a gun mage has bonded with a magelock, it is as if the weapon becomes a physical extension of its master.

As the master's levels in the gun mage class increase, the magelock pistol also increases in power. However, levels of sorcerer, wizard, warcaster, or any other arcane spellcasting class do not stack for purposes of determining the master's level unless the class specifically states that it does stack for determining levels for a bonded magelock pistol.

If the bonded pistol is destroyed, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of the destruction of a bonded pistol.

TABLE 1—7: BONDED MAGELOCK PISTOL SPECIAL ABILITIES

Gun Mage Level	Hardness	Hit Points	Special
1-2	+1	+2	Alertness, spell link
3-4	+2	+4	Ranged touch
5-6	+3	+6	Touch
7-8	+4	+8	Sighting link
9-10	+5	+10	Call pistol
11-12	+6	+12	
13-14	+7	+14	Scry
15-16	+8	+16	
17-18	+9	+18	
19-20	+10	+20	

Hardness: As a gun mage increases in level, his bonded magelock pistol becomes more durable. A standard magelock pistol begins with a hardness of 10; this increases by +1 for every two levels of the pistol's master.

Hit Points: A standard magelock pistol has 8 hit points. As its bonded master increases in level, the pistol's hit points increase by +2 for every two levels of the pistol's master.

Alertness: The touch of cold, magelock steel serves to sharpen its master's senses. While the magelock pistol is touched, its master is treated as having the Alertness feat.

Spell Link: Due to the magic channeling and absorbing properties of the metals used to craft magelock pistols, any personal spell cast by the master will also affect the pistol. The pistol must be within 5 feet at the time. If the spell's duration is other than instantaneous, the spell stops affecting the pistol if it is moved farther than 5 feet away from its master. The spell's effect will not be restored even if its master retrieves the pistol before the spell's duration would have ended. The master and magelock pistol can share spells even if the spells do not normally affect items. For example, Roderick casts *mirror image* on himself, creating four images. As long as his pistol remains within 5 feet of Roderick it has four images as well, making it more difficult for his opponents to target both Roderick and his precious magelock pistol.

Ranged Touch: If the master is 3rd level or higher, the magelock pistol can be used to deliver ranged touch spells. When the master casts a ranged touch spell, the rune-cast bullet in the chamber is designated as the "toucher." (The master must be holding the pistol at the time of casting.) The ranged touch spell can then be delivered as a ranged touch attack. If the attack would also succeed as a normal ranged melee attack, pistol damage is also applied to the attack. As normal, if the master casts another spell, the touch spell dissipates.

Touch: If the master is 5th level or higher, the magelock pistol can be used to deliver touch spells at range. This is handled exactly as the Ranged Touch ability.

Sighting Link: Due to the magical nature of the magelock metal and the bond that has been forged between the pistol and its master, with a successful Concentration check (DC 15), the master of 7th level or higher can see as if looking out from his pistol's sights (or the end of the barrel if it has no sights), instead of using his own eyes. This enables the master to aim the pistol without looking, allowing for some spectacular trick shots.

Call Pistol: At 9th level, the master gains the ability to summon his magelock pistol to his hand. When separated from his pistol, with a successful Concentration check (DC 18) the master can cause his pistol to fly into his hand so long as it is not gripped by another and can be seen by its master. This ability is a move-equivalent action, though a gun mage with the quick draw ability can call his pistol as a free action.

Scry: If the master is 13th level or higher, the master may scry on his pistol (as if casting the spell *scrying*) once per day. This is a spell-like ability requiring no material components or focus that allows the gun mage to see his bonded pistol and its surroundings if they are ever separated.

GUN MAGE SPELL LIST

0 level—*arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*

1st level—*alarm, animate rope, burning hands, cause fear, change self, charm person, chill touch, color spray, endure elements, enlarge, erase, expeditious retreat, feather fall, floating disk, grease, hold portal, hypnotism, jump, mage armor, magic missile, magic weapon, magical aura, message, obscuring mist, protection from chaos/evil/good/law, ray of enfeeblement, reduce, shield, shocking grasp, silent image, sleep, spider climb, true strike, undetectable aura, unseen servant, ventriloquism*

2nd level—*alter self, arcane lock, blindness/deafness, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, daylight, detect undead, endurance, flaming sphere, fog cloud, glitterdust, hideous laughter, hold person, hypnotic pattern, identify, invisibility, knock, levitate, locate object, magic mouth, minor image, mirror image, misdirection, obscure object, protection from arrows, pyrotechnics, resist elements, scare, see invisibility, shatter, silence, sound burst, suggestion, summon swarm, tongues, trap, undetectable alignment, web, whispering wind*

3rd level—*blink, confusion, detect thoughts, dispel magic, displacement, emotion, explosive runes, fear, fireball, fly, gaseous form, greater magic weapon, gust of wind, halt undead, haste, hold person, invisibility sphere, keen edge, lightning bolt, magic*

circle against chaos/evil/good/ law, nondetection, phantom steed, protection from elements, shrink item, sleet storm, slow, stinking cloud, suggestion, vampiric touch, water breathing, wind wall

4th level—bestow curse, black tentacles, charm monster, confusion, contagion, dimension door, dominate person, emotion, enervation, fear, fire shield, fire trap, hold monster, ice storm, improved invisibility, minor creation, minor globe of invulnerability, modify memory, remove curse, resilient sphere, shout, solid fog, stoneskin, wall of fire, wall of ice

5th level—animate dead, cloudkill, cone of cold, control water, dominate person, faithful hound, feeblemind, greater dispelling, hold monster, interposing hand, magic jar, major creation, mind fog, mislead, permanency, secret chest, sending, stone shape, telekinesis, teleport, wall of force, wall of iron, wall of stone

6th level—acid fog, antimagic field, chain lightning, circle of death, contingency, disintegrate, eyebite, flesh to stone, forceful hand, freezing sphere, globe of invulnerability, greater dispelling, mass haste, mass suggestion, mislead, project image, repulsion, stone to flesh, transformation

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