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ABANDONED ARTS[®] PRESENTS:

CLASS ACTS: GUNSLINGER ARCHETYPES

FOUR NEW ARCHETYPES FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE DEADEYE (GUNSLINGER ARCHETYPE)

A deadeye is a dedicated and serious-minded gunslinger who prides himself on his aim – especially at long range. These eagle-eyed shootists make excellent bounty hunters and snipers, and often pursue such professions.

A deadeye has the following class features.

Deadeye's Focus (Ex): A deadeye specializes in the use of the deadeye deed. When using the deadeye deed, the gunslinger's ranged attacks deal one additional point of damage to the deadeye's target per range increment beyond the first. At 7th level, a deadeye using the dead shot deed may add one additional point of damage to the shot for each successful attack roll beyond the first. This bonus damage stacks with the bonus damage described above. At 15th level, the gunslinger can perform a single attack with a firearm as a part of the action required to use the menacing shot deed, instead of firing the gun into the air. If the attack scores a critical hit, the DC of the *fear* effect is increased by +2. Furthermore, when the deadeye performs a menacing shot deed, he may resolve his attack as though he had spent one grit point to use the deadeye deed as well.

This ability replaces the gunslinger's dodge, startling shot, and evasive deeds.

Sharpshooter's Senses (Ex): At 2nd level, a deadeye gains a +1 bonus on Perception skill checks. At 4th level and at every even-numbered level thereafter, this bonus increases by an additional +1, to a maximum bonus of +10 at 20th level.

This ability replaces nimble.

THE DRIFTER (GUNSLINGER ARCHETYPE)

Mobile and mysterious, drifters are swift gunmen with an inclination toward wanderlust. Rarely staying in one place for long, a drifter tends to be more worldly and well-travelled than your average hired gun.

A drifter has the following class features.

Class Skills: A drifter adds Diplomacy, Escape Artist, Knowledge (geography), Perform, and Stealth to their list of class skills.

Skill Ranks per Level: 6 + Intelligence modifier

Longroad (Ex): A drifter's land speed is faster than normal for his race by +10 feet. This benefit applies only when he is wearing light armor or no armor. In addition, the drifter adds Fleet to the list of bonus feats that becomes available to him at 4th level.

This ability replaces the deadeye, pistol whip, dead shot, bleeding wound, menacing shot, and death's shot deeds.

Drifter's Defense (Ex): At 3rd level, a drifter gains Wind Stance as a bonus feat, even if he does not meet the normal prerequisites. At 7th level, the drifter gains the Lightning Stance feat as a bonus feat, even if he does not meet the normal prerequisites.

THE GRIM OUTLAW (GUNSLINGER ARCHETYPE)

Honorless dogs such as these plague frontier communities and lonesome highways the world over. A grim outlaw uses a nasty combination of low cunning and swift reflexes to prey upon experienced adventurers and defenseless villagers alike.

A grim outlaw has the following class features.

Class Skills: A grim outlaw adds Appraise, Disguise, Disable Device, Escape Artist, and Stealth to their list of class skills.

Skill Ranks per Level: 6 + Intelligence modifier

Outlaw's Tricks (Ex): A grim outlaw gains Catch Off-Guard as a bonus feat, and can use that feat to catch unarmed opponents flat-footed against firearm attacks, as long as the outlaw attacks the opponent with a firearm that was concealed or hidden at the start of the round. In addition, the grim outlaw gains the ability to use the Disable Device skill to disarm magical traps.

This ability replaces the dead eye, dead shot, and stunning shot deeds.

Quick Pistol Whip (Ex): At 3rd level, the grim outlaw gains the ability to use the pistol whip deed as an immediate action. For the purposes of using the Catch Off-Guard feat, the grim outlaw's pistol whip is considered an improvised weapon. If used to perform an attack of opportunity, the pistol whip attack gains a bonus equal to the gunslinger's Dexterity modifier on damage rolls and the gunslinger gains a +2 morale bonus on his combat maneuver check to knock his opponent prone.

This ability replaces gun training 1 and 2.

Honorless Outlaw (Ex): At 13th level, a grim outlaw's opponents gain no bonus to Armor Class against the gunslinger's ranged attacks due to being prone as long as the gunslinger is within 5 feet of them. Furthermore, the gunslinger gains a bonus equal to his Dexterity modifier on damage rolls made to attack prone or helpless creatures with a pistol whip or a firearm.

This ability replaces gun training 3 and 4.

THE HARRIER (GUNSLINGER ARCHETYPE)

A harrier specializes in using every tool at his disposal – to include his trusty firearm – to assist his allies and harass or confound his opponents. As tactical gunmen, harriers make for truly fantastic allies and severely frustrating opponents.

A harrier has the following class features.

Weapon and Armor Proficiency: Harriers are proficient with the bola and the net.

Suppressive Fire Deed (Ex): As long as a harrier has at least 1 grit point, the harrier gains the ability to lay down suppressive fire meant to protect himself and his allies from enemy attacks. When the harrier damages an opponent with a readied action, that opponent takes a -2 penalty on attack rolls until the end of its turn. At 7th level the penalty is increased to +4, and at 15th level the penalty is increased to -6.

This ability replaces the quick clear deed.

Harrier's Training (Ex): At 5th level, a harrier gains a bonus equal to his Dexterity modifier on damage rolls when attacking with ranged weapons, light melee weapons, or weapons compatible with the Weapon Finesse feat against blinded, cowering, dazed, disabled, dying, exhausted, fascinated, grappled, flat-footed, helpless, nauseated, panicked, staggered, or stunned opponents.

This ability replaces gun training 1, 2, 3, and 4.

Improved Targeting (Ex): At 7th level, whenever a harrier uses the targeting deed, he may spend one additional grit point before firing to add additional effects or advantages to the deed, depending on the part of the body targeted:

Arms: The gunslinger can "scoot" the dropped item up to 15 feet away, as though using the utility shot deed.

Head: The target is dazzled in addition to becoming confused. This secondary condition is not a mind-affecting effect.

Legs: The target is knocked 5 feet backwards before falling prone. This movement does not provoke an attack of opportunity.

Torso: If the attack roll threatens a critical hit, the threat is confirmed automatically.

Wings: If the target falls far enough to hit the ground, the amount of falling damage that it receives is doubled.

This ability replaces the dead shot deed.

Distracting Shot Deed (Ex): At 11th level, a harrier with at least 1 grit point can fire his weapon in such a way as to distract a target with a near miss accompanied by a startling ricochet, a hail of debris, and the peal of gunfire. This deed functions like the startling shot deed, except that the target is not rendered flat-footed by the attack. Instead, the target is distracted and must succeed on a concentration check (DC 15 + twice the level of the spell being cast) in order to cast any spell for 1 round. On a failed check, any spell that the target attempts to cast is lost.

This ability replaces the bleeding wound deed.

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