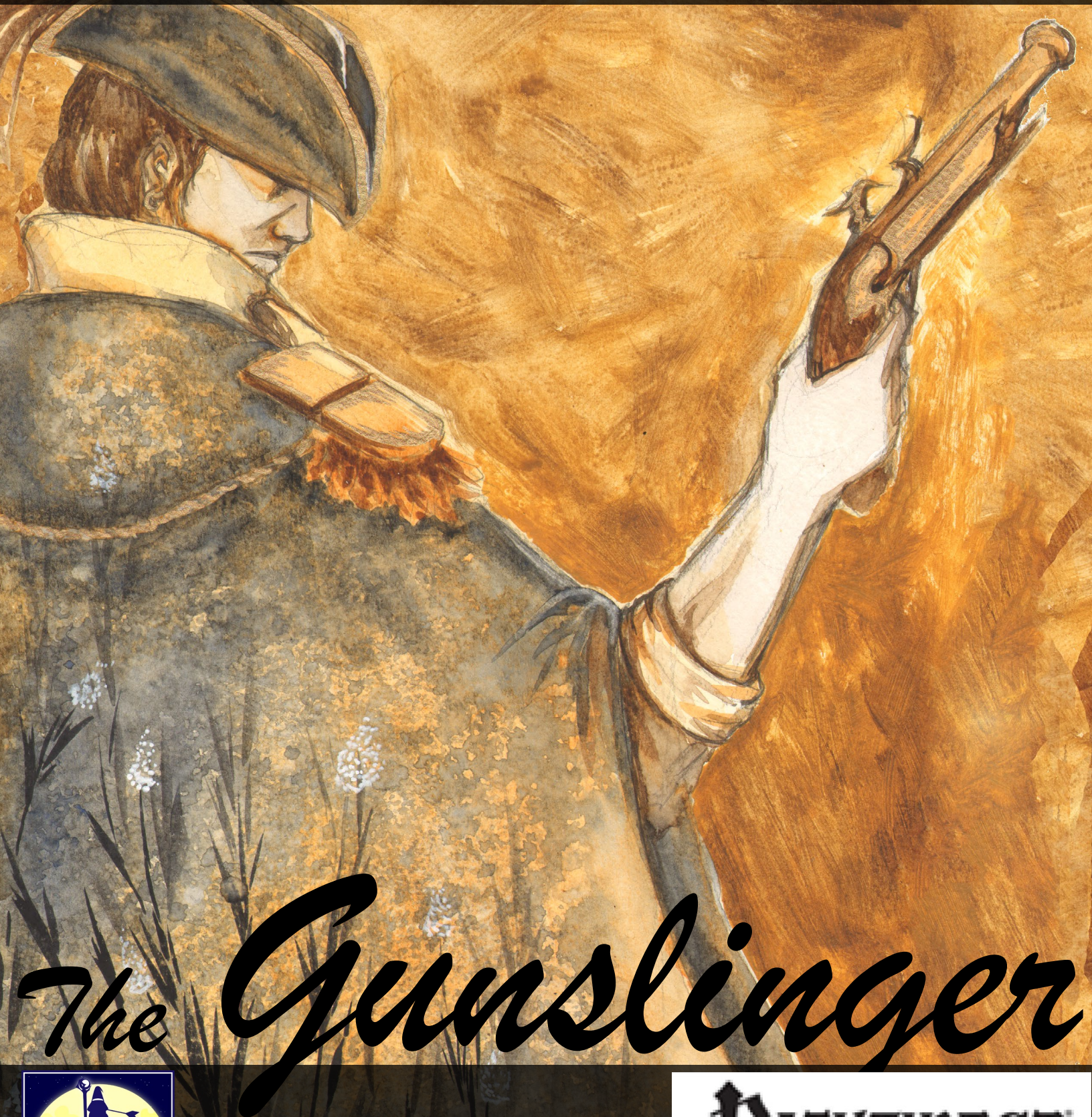


# INTO THE BREACH



## *The Gunslinger*



THE FLYING PINCUSHION

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

*I do not aim with my hand;  
he who aims with his hand has  
forgotten the face of his father.*

*I aim with my eye.*

*I do not shoot with my hand; he  
who shoots with his hand has  
forgotten the face of his father.*

*I shoot with my mind.*

*I do not kill with my gun; he who  
kills with his gun has forgotten  
the face of his father.*

*I kill with my heart.*

*-Stephen King, The Gunslinger  
(The Dark Tower, #1)*

# Into the Breach: The Gunslinger

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## About Into the Breach

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Into the Breach is a series of crunch-focused books intended to expand the options available to the Base Classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For this installment, we blast our way through the gunslinger. With many new archetypes, three prestige classes, and a new fantasy-meets-high-technology alternate class, you're sure to find a new ways to shoot first and ask questions later (assuming someone can cast speak with dead). There are also plenty of new feats and mundane gear.

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# New Archetypes

## Black Powder Knight

*A gun is no more or less a tool as the sword, and both are only the sum of the hand that wields them. Thus great deeds of courage and selflessness can be performed with a well-placed shot. Noble folk who would oppose tyrants and cruel taskmaster with firearms loosely call themselves black powder knights.*

A Black Powder Knight has the following class features.

### Requirements

**Required Alignment:** Must be of a good alignment to take this archetype.

**Skills:** A black powder knight adds Diplomacy (Cha), Knowledge (nobility) (Int) to their list of class skills.

**Armor Proficiency:** Black powder knights are proficient with all armor types (light, medium, and heavy) and with shields (except tower shields).

### Steel Valor (Ex)

At 2nd level a black powder knight gains the ability to use her own armored body to defend her allies from projectiles. As an immediate action a black powder knight may make a 5 ft. step to move into the path of a ranged attack against an adjacent ally and deflect that attack as if they possessed the Deflect Arrows feat except that doing so deals the black powder knight 1d4 damage from the deflected projectile. Medium or heavier armor must be worn for this ability to function. The black powder knight may use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces nimble at all levels, grit, and the deeds gained at 1st level.

### Grit (Ex)

At 3rd level a black powder knight gains access to the grit ability and may now use abilities that require grit.

### Deeds

At 3rd level the black powder knight gains the use of deeds as a normal gunslinger, except that her effective gunslinger level for the ability is her black powder knight level -2. She also

swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

This ability modifies the gunslinger deeds gained at 3rd level.

**Face Me (Ex):** At 3rd level a black powder knight may use her firearm to attack the cover an enemy has taken. When attacking a foe that has taken full cover behind a tower shield or has partial cover from one or more objects she may expend one point of Grit to force that creature to make a Will save DC 10+½ class level + her Charisma modifier. If this save is failed the target drops a tower shield used to take full cover or leaves partial cover to attack the black powder knight in melee to the best of their ability. The tower shield or object takes normal weapon damage from this deed, though hardness applies. The target of this ability is compelled to continue to attack the black powder knight in melee for 1d4 rounds after the first. Opponents that have full cover from means other than a tower shield and any opponent the black powder knight is unaware of cannot be affected with this deed. This deed replaces the Gunslinger's Dodge deed gained at 3rd level.



**Lay on Hands (Su)**

At 4th level the black powder knight gains the lay on hands paladin class ability, using their class level as her effective paladin level.

This ability replaces the bonus feat gained at 4th.

**Divine Bond (Sp)**

At 8th level the black powder knight is able to use the divine bond ability, however this ability may only be applied to a firearm. These properties may be added to a firearm even if normally they could not be.

This ability replaces the bonus feat gained at 8th level.

**Defending Shot (Ex)**

At 12th level a black powder knight gains the ability to respond to violence done to her allies. As an immediate action when an ally who is within 30 ft. of the black powder knight is reduced to 0 or less hit points the black powder knight may make one ranged attack with her firearm against that attacker. This attack is made at her highest base attack bonus. This attack counts as an attack of opportunity and counts towards how many such attacks the black powder knight may make in the round. If the attack is successful the target must make a Will save DC 10 + 1/2 class level + her Charisma modifier or be forced to target if possible the black powder knight with any additional attacks the target is able to make in that round and for 1d4 rounds thereafter. The black powder knight may use this ability a number of times equal to her Charisma modifier per day.

This ability replaces the bonus feat gained at 12th level.

**Selfless Backfire (Ex)**

At 16th level a black powder knight may willingly cause her firearm to backfire, doing so automatically stabilizes all allies within 30 ft. with the dying condition. Additionally the backfire deals damage to all enemies within 30 ft. This damage equals 1d6 for every 2 points of damage the black powder knight takes in the backfire. The black powder knight takes the normal damage for a firearm of the type exploding, however the weapon is not destroyed but gains the broken condition. You may not use this ability if the firearm you are wielding already has the broken condition. She may use this ability a number of times per day equal to her Charisma modifier.

This ability replaces the bonus feat gained at 16th level.

**Unyielding Belief (Ex):** At 17th level as long as the black powder knight has one point of Grit she is immune to all fear based effects. She may also spend one point of Grit to share this immunity with an ally for a number of rounds equal to their Charisma modifier. The black powder knight can only share this ability with one ally at a time.

This deed replaces the Evasive deed gained at 17th level

## Boltslinger

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*Crossbows were widely adopted by peasants because they were easy to train, just point them and pull the trigger. The rest is just loading.*

A boltslinger has the following class features.

**Weapon Proficiency**

Boltslingers are proficient with all simple and martial weapons as well as all exotic crossbows. The boltslinger may use crossbows for any gunslinger ability or feat which normally requires a firearm.

**Speed Loader (Ex)**

At 1st level the boltslinger begins play with either a repeating hand, light, or heavy crossbow and is treated as though he had the rapid reload feat with regard to all crossbows.

This ability replaces gunsmith.

**Deeds**

A boltslinger swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

**Quick finger (Ex)**

As long as the boltslinger is carrying a loaded crossbow and has 1 grit, she may take an action in the surprise round. This replaces quick clear and deadeye

**Bolt Ladder (Ex):**

The boltslinger's bolts ignore hardness of a wall or similar structure when using his crossbow bolts to create firm footholds in it. This deals damage to the wall, and multiple bolts can act as a ladder, reducing the DC of climb checks to 10. The bolt slinger must spend 1 grit for each bolt used with this ability. A minimum of 1 bolt for every five feet climbed must be fired. This replaces utility shot.



### Crossbow Training (Ex)

At 5th level you gain a free weapon focus in a crossbow of your choosing. At 9th you gain specialization in the same crossbow or another weapon focus, at 13th this becomes greater weapon focus, at 17th level this becomes greater weapon specialization.

This ability replaces Gun Training

### Poison Use (Ex)

At 11th level, as long as he has at least 1 grit point, the bolt slinger does not risk poisoning himself when handling poisons. This ability replaces expert loading.

### Intimidating Shot (Ex)

At 15th level the boltslinger can intimidate to demoralize any foe struck by a shot from his crossbow as a free action. The bolt slinger must spend 1 grit point to use this deed. This ability replaces menacing shot.

## Bombard Blade

*The way of the sword. The way of the gun. These two paths are not mutually exclusive. The bombard blade is a gunslinger who prefers to fight at a closer range than most. Her special weapon is not just finely balanced, it houses an explosive surprise.*

A bombard blade has the following class features.

### Weapon Proficiency

Bombard blades are proficient with bombard blades in addition to normal gunslinger weapon proficiencies.

### Bombard Blade (Ex)

At 1st level, a bombard blade gains a bombard blade as a personal weapon. A bombard blade is any melee bladed weapon that has a special hollow core with venting along the sides of the blade. A trigger is worked into the grip of the weapon that allows for an explosive blast to be released through the blade venting. Triggering the explosion may be part of any melee attack. Gunpowder fuels the explosion and a bombard blade can be reloaded by chambers worked into the weapon. Reloading a bombard blade chamber with gunpowder follows the normal rules for reloading advanced firearms.



Any bladed melee weapon with which a bombard blade is proficient may be fashioned into a bombard blade. The Craft DC is 18 to modify an existing weapon into a bombard blade. If

the roll for the Craft check fails by 5 or more then the partially crafted bombard blade explodes as a misfire with the broken condition and consumes any materials used. The cost is equal to the base weapon's cost (plus any enhancements costs) plus 750 gp for a light bombard blade, 1,000 gp for a one-handed bombard blade, or 1,500 gp for a two-handed bombard blade. Bombard blades can be bought and sold regularly as any weapon based on the item limits of the settlement. The table below gives the statistics for a normal bombard blade.

Bombard blades are extraordinarily exotic weapons and due to this—and the personal nature of this weapon—anyone who attempts to use it that is not proficient with bombard blades takes a -6 to hit and doubles the misfire range. A bombard blade is considered both a firearm (with no range) and a melee weapon for the purposes of any abilities, deeds, or feats.

### Explosion Mechanism (Ex)

A bombard blade's chambers, special hollow core, trigger, and ventings allow for a controlled explosion to blast outwards from the blade of the weapon. Triggering the explosion mechanism can be done as a part of any melee attack action (including combat maneuvers using the weapon) across any number of attacks allowed by base attack bonus.

The explosion adds bludgeoning damage to the attack as indicated in the table below.

Anyone not proficient with bombard blades must make a Reflex save any time they trigger the explosion mechanism with a DC equal to 10 + the bonus from any enhancements the bombard blade is under or suffer the damage from the explosion.

The bombard blade also gains the Gunsmithing feat.

This replaces the gunsmith ability

### Deeds

A bombard blade swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

**Evasion (Ex):** At 3rd level, if she has at least 1 grit point, a bombard blade gains evasion as the rogue class ability. This replaces the pistol-whip deed.

**Triggered Twice (Ex):** At 7th level, a bombard blade may trigger the explosion mechanism from her bombard blade twice on each attack with it. She must have 1 grit point to use this deed. This replaces the dead shot deed.

**Quick Burst (Ex):** At 7th level, a bombard blade may trigger the bombard blade's explosion mechanism as a swift action to temporarily blind anyone in a 15 ft. radius. Anyone inside the 15 ft. radius must succeed at a Reflex save or gain the blinded condition for one round. The DC of the save is equal to 10 + the bombard blade's level. She must spend at least 1 grit point to use this deed. This replaces the targeting deed.

Table 1.1

Bombard Blade	Cost	Dmg (S)	Dmg (M)	Critical <sup>1</sup>	Range	Misfire <sup>2</sup>	Capacity	Weight <sup>3</sup>	Type
Light Bombard Blade	Base weapon + 750 gp	Base weapon + 1d4	Base weapon + 1d6	Base weapon or x4	Base weapon	1 (5 ft.)	2	Base weapon + 2 lbs.	As base weapon + type B
One-Handed Bombard Blade	Base weapon + 1,000 gp	Base weapon + 1d6	Base weapon + 1d8	Base weapon or x4	Base weapon	1-2 (5 ft.)	2	Base weapon + 4 lbs.	As base weapon + type B
Two-Handed Bombard Blade	Base weapon + 1,500 gp	Base weapon + 1d10	Base weapon + 1d12	Base weapon or x4	Base weapon	1-3 (10 ft.)	3	Base weapon + 8 lbs.	As base weapon + type B

<sup>1</sup> Critical threat range is the base weapon's threat range. If the trigger has been pulled for that attack then the critical damage is x4, otherwise base weapon's.

<sup>2</sup> Bombard blades misfire like early firearms, it first gains the broken condition and if it misfires while broken it explodes and the base weapon is broken.

<sup>3</sup> Weight figures are for Medium bombard blades. A small bombard blade weighs half as much and a Large bombard blade weighs twice as much.

**Improved Evasion (Ex):** At 15th level, if she has at least 1 grit point, a bombard blade gains the improved evasion ability as a rogue. This replaces the evasive deed.

**Bursting Riposte (Ex):** At 15th level, a bombard blade may spend 2 grit points to attempt to knock aside a melee attack targeting her by triggering the explosion mechanism of her bombard blade and follow up with a single attack. Doing this is an immediate action and uses one of her attacks of opportunity for that round. To determine if an attack is knocked aside, she makes an opposed attack roll at her highest bonus. If the roll meets or exceeds the attacker's attack roll then the blow is knocked aside. She uses the same attack roll to determine if the follow-up attack is successful against the target. Grit points are still spent on a failed attempt.

Whenever the follow-up attack is successful against the target, then it loses any subsequent attacks for that round. If the follow-up attack does not succeed then the target only loses the attack that was knocked aside by the bursting riposte. This replaces the slinger's luck deed.

### Weapon Training (Ex)

Starting at 5th level, a bombard blade gains weapon training 1 as the fighter class ability but only with melee weapons. Every four levels thereafter (9th, 13th, and 17th), a bombard blade becomes further trained in another group of melee weapons. She gains bonuses on previous weapon groups as per the fighter class ability.

This replaces the gun training ability at all levels.

### Twin Stage Trigger(Ex)

At 8th level, a bombard blade discovers how to modify her bombard blade's trigger and explosion mechanism to only consume half of her bombard blade's powder each time she depresses the trigger. This effectively doubles the capacity of her bombard blade. This replaces the gunslinger 8th level bonus feat.

### Impaling Blast (Ex)

At 20th level as a standard action, a bombard blade may spend 2 grit points to trigger her bombard blade's explosion mechanism and launch herself 30 ft. in a straight line in any direction to impale a creature as though using the impaling critical and improved impaling critical feats (without needing the attack to be a critical confirmation). She must have a clear path to her target. To determine if an impaling blast successfully impales a creature, the bombard blade makes an attack roll at her highest attack bonus against the target's AC.

While hanging on to her bombard blade while impaling a creature, a bombard blade can trigger the explosion mechanism as a free action.

This replaces the true grit gunslinger class ability.

## Cunning Scoundrel

*A man is little more than blood and bone, but deeds transcend the flesh. Not all gun hands seek gold or glory. For some the gun is a tool of liberation and justice. While their methods may not be called noble by folk like paladins or knights, their goals and reasons sometimes can be. Sadly just as often bitterness leads others to cruelty or cold profiteering, only fate decides. Such is the life of a cunning scoundrel, outlaws and independents for whom freedom is worth fighting for, and is never free.*

**Skills:** A cunning scoundrel adds Stealth (Dex) to their list of class skills.

### Deadly Duet (Ex)

At 2nd level a cunning scoundrel has mastered the art of dual purpose firearms. Whenever a cunning scoundrel makes a melee attack against a flat footed foe with a combination firearm (such as the dagger pistol and sword cane pistol, musket axe, etc) they may spend one point of grit to make a ranged attack against that target if the melee attack hit. The firearm portion of the weapon must be loaded at the time of the attack, and the attack gains a +4 to hit, but is resolved against the targets normal Armor Class, and not its touch Armor Class. If this attack hits it deals one and half times its normal damage. This attack is in addition to the noble scoundrel's maximum number of attacks in a round. This bonus damage is however not multiplied on a critical hit and is based on the weapon's base damage alone.

This ability replaces the Nimble +1 ability gained at 2nd level.

### Sneak Attack

At 3rd level a cunning scoundrel gains the sneak attack ability and deals +1d6 damage on such attacks. This damage increases by +1d6 per three levels gained beyond third to a maximum of +6d6 at 18th level.

This ability replaces the gunslinger deeds gained at 3rd level.

### Nimble (Ex)

At 6th level the cunning scoundrel gains the Nimble +1 ability, and it increases as normal for a gunslinger except it reaches a max of +4 at 18th level.

**Masterful Threats (Ex)**

At 8th level the cunning scoundrel learns sometimes the shot not fired is even more useful than the one that is. By using a combination firearm to deliver a successful sneak attack and subsequently not firing the weapon's loaded round the cunning scoundrel uses fear and the threat of being shot point blank to reduce an enemy's defenses. Whenever a cunning scoundrel makes a successful sneak attack using the melee portion of a combination firearm that is loaded with a live round the target of that sneak attack gains a penalty to its Armor Class equal to one half of the cunning scoundrel's Wisdom modifier (rounded down). The reduction in Armor Class lasts a number of rounds equal to the cunning scoundrel's Wisdom modifier.

Additionally for each round the cunning scoundrel makes a melee attack against the same target with the same combination weapon and hits, that target's Armor Class is further reduced by an additional one point. This also resets the number of rounds the target's Armor Class is reduced. The bonus from additional hits cannot exceed half the cunning scoundrel's Wisdom Modifier. This ability only functions so long as the combination firearm remains loaded but not fired; if a shot is fired, the AC penalty immediately ends.

This ability replaces the bonus feat gained at 8th level.

**Look No Hands (Ex)**

At 13th level a cunning scoundrel is able to fire any firearm or combination firearm without using their hands. Given at least one minute of preparation time and the success of a subsequent DC 20 Knowledge (engineering) check the cunning scoundrel can successfully set-up their firearm to be remotely fired by themselves or another from up to 15 ft. away. Firing the gun in this way is a move action and does not require firearms proficiency, but weapon focus and specialization do affect this attack. Firing the weapon remotely does provoke attacks of opportunity.

The attack uses the targets flat footed Armor Class unless the target makes a Perception check who's DC is equal to the cunning scoundrel's total Knowledge (engineering) check. If the target is successful the attack uses the target's normal Armor Class instead of flat footed. Targets successfully caught flat footed by this ability are subject to sneak attack only when the weapon is fired by the cunning scoundrel and not an ally, and remote weapons deal only half the normal sneak attack damage as the cunning scoundrel that set it. The maximum range of this ability is 30 ft. regardless of the weapon used. Also the firearm must still be reloaded by hand to function again. A cunning

scoundrel may use this ability a number of times per day equal to their Wisdom modifier.

This ability replaces Gun Training III gained at 13th level.

**Dirty Crossfire (Ex)**

At 17th level anytime a weapon setup to fire remotely deals sneak attack damage a cunning scoundrel may spend 2 points of grit to as an immediate action make an attack at their highest base attack bonus against that same target, if the attack hits it deals the cunning scoundrel's normal sneak attack damage, and the weapons normal damage. This attack does not count against the maximum number of attacks the cunning scoundrel can make in a round, but must be a ranged attack with a firearm and the target must be within 30ft or less of the cunning scoundrel.

This ability replaces Gun Training IV gained at 17th level.

## Frogman

*Guns have graced the decks of mighty warships since the first crude cannon and pistol, but what of beneath the waves? One would argue that is hardly the place to find guns or a gunslinger, as black powder and water mix poorly. However there is a breed of gunslinger for which combat on and beneath the waves is their part and parcel. Whether sabotaging an enemy warship or drawing a bead on aquatic raiders, such are the deeds of those they call frogmen.*

A frogman has the following class features.

**Skills:** The frog man receives an extra skill point at 1st level that must be spent on the Profession (sailor) skill. Also the frog man receives a +2 bonus to the Profession (sailor) and Swim skills.

**Expanded Armory (Ex)**

At 1st level, a frogman gains one of the following firearms of her choice: spear pistol or spear rifle in addition to the normal firearm choices available. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat the gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The frogman also gains Gunsmithing as a bonus feat. Additionally, a frogman may count the spear pistol and spear rifle as a firearm for the purposes of deeds and gun training.

This ability modifies the Gunsmith class feature gained at 1st level.

### Sea Legs (Ex)

Having spent so much time on rolling decks and in turbulent water at 1st level a frogman gains + 10 ft to their base swim speed and to their base movement speed when on the deck of a ship. Also a frogman calculates her swim speed as half of her normal base speed, rather than one quarter. However, sea legs are not land legs and because of this a frog man also receives -10 ft. to their base speed on land of any kind. Additionally, a frogman may hold their breath for four times their constitution modifier.

### Deeds

A frogman swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

**Archer Fish Shot (Ex):** A frogman may spend one point of grit to reduces some of the penalties of aquatic combat or full cover from being immersed in water. Spending one grit point in this way reduces penalties by 2, and each additional grit point spent in this way reduces these penalties by an additional 2. Alternately if a target has full cover from the frogman due to being immersed in water, spending one grit point reduces this to partial cover allowing the target to be attacked, however the target is still considered to have partial cover. This ability includes penalties from firing underwater, and from firing between water and a surface target and functions regardless of whether the frogman is in water or above water. This ability replaces the deadeye shot deed gained at 1st level.

**Bubble Screen (Ex):** At 3rd level, a frogman that has at least one point of grit may as a move action create a dense cloud of bubbles around themselves that obscures her from attack. The frogman gains partial concealment against melee attacks and total concealment against ranged attacks. The bubble screen lasts a number of rounds equal to the frogman's Wisdom modifier. A frogman must be completely submerged in water to use this ability. This ability replaces the utility shot deed gained at 3rd level.

**Up the Side (Ex):** At 7th level, the frogman may spend one point of grit to climb a rope at a speed equal to their normal movement aboard ship. Without a rope, the frogman only adds +10 ft. to their normal climb speed. This ability replaces the startling shot deed gained at 7th level.

**Chum Bait (Ex):** At 15th level, the frogman, when using the bleeding wound deed, may chose to attempt to also cause the target to fall over-board from ship or into a significant body of water. Each point of grit the frogman additionally spends pushes the target back 5 ft. unless the target makes a Reflex save DC 10 +1/2 the frogman's class level + her Wisdom modifier. Regardless of how far the target is pushed, there is only a single save allowed to resist being moved. Any target that is successfully pushed into the water has a 50% chance each round that they are attacked by aquatic predators whose total CR is equal to the frog mans level -4. Once the predators attack the target, no more will arrive until the existing predators are killed or driven away. The creatures are not under the direct control of the frogman, and act as per normal for creatures of their type. This ability replaces the menacing shot deed gained at 15th level.

### Into the Drink (Ex)

At 12th level, any time a frogman attacks a target that has fallen from a ship's deck into the water or whom has failed a swim check in either that round or the previous round, they gain a +2 to hit and damage against that target and a +1 to their Armor Class vs. attacks from that target. The frogman must have at least one point of grit to receive these bonuses.

This ability replaces the bonus feat gained at 12th level.

### Ship Killer (Ex)

At 20th level, the frogman is truly the master of naval combat, and excels at destroying enemy ships. The frogman's base speed aboard a ship and while swimming increase by an additional 10 feet. Additionally, she may ignore the hardness of any ship when dealing damage to it. A frogman may pass this ability on to a shipborne weapon if she serves as a member of that weapons crew. Anytime a critical hit is scored by a shipborne weapon on which the frogman is serving as crew, that weapon has its critical hit damage modifier increased by one when calculating the damage it deals. The frogman must have at least one point of grit for this ability to function. The additional movement granted by this ability works regardless of whether or not the frogman has any grit points.

Additionally if the frogman makes a successful Knowledge (engineering) check regarding the ship she is attacking, she may consider her personal firearm as a shipborne weapon, using the rules for such, and including the critical damage modifier increase on critical hits this ability provides.

This ability replaces the true grit ability gained at 20th level.

## Powderman

*Some people just like to blow things up.*

A powderman has the following class features.

**Class Skills:** Powdermen gain Disable Device and Use Magic Device which replace the Handle Animal and Heal Skills.

**Weapon and Armor Proficiency:** Powdermen are proficient with all simple weapons and firearms, light and medium armor, and all shields including the tower shield.

### Grit (Ex)

A powderman makes her mark upon the world with cunning explosions. All powdermen have grit. In game terms, grit is a fluctuating measure of a powderman's ability to leverage her knowledge of explosives in combat. At the start of each day, a powderman gains a number of grit points equal to her Intelligence modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. A powderman spends grit to accomplish deeds, and regains grit in the following ways.

**Making a big bang:** A powderman regains grit when she intentionally damages an object larger than herself with explosives.

**Surprise explosions:** A powderman regains grit when someone triggers one of her traps.

This ability modifies grit.

### Deeds

A powderman swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

**Quick trapsmith (Ex):** A powderman can jury rig an explosive trap in a jiffy. By expending 1 grit she can create a trap like a rogue with the quick trapsmith talent as a standard action. This replaces deadeye.

**Triggering shot (Ex):** By expending a grit point a powderman can set off her own trap with a gunshot without making an attack roll to do so. This ability replaces gunslinger initiative.

**Explosive shot (Ex):** As a full round action the powderman rolls or throws one of her bombs and then rapidly takes aim and shoots it mid air or mid roll causing a sudden violent burst of sound and light. Anyone within 20 ft of the explosion must make a fort save with a DC equal to 10 + powderman's level + Int modifier or be dazed for one round. This replaces dead shot.



***Destructive Dismantle (Ex)***

At 2nd level powderman is able to quickly breach obstacles. Using a combination of engineering, explosives, alchemical reagents, and sheer bloody-mindedness, she can deal up to 15 points of damage per powderman level to an object once per day, ignoring the object's hardness. She might crack open a stone wall with an explosive charge, or collapse a ceiling by tunneling through its supports. This ability requires 1d4+1 hours of preparation, and can only be used on immobile and unattended objects.

This ability replaces Nimble +1; the powderman gains the nimble class feature at 6th level.

***Bombs (Su)***

At 4th level powderman can make handheld bombs she can throw (treated as a simple weapon.) This functions like the alchemist bomb ability, except that the powderman's effective alchemist level is equal to her powderman level -3. If the powderman has the bombs class feature from another class the levels stack with one another for the purpose of base damage.

At 8th level and every 4 levels after the powderman can add a discovery to her bombs as though she were an alchemist equal to her powderman level.

This ability replaces all the gunslinger's bonus feats.

## Wyrd Hunter

*Sometimes it's just the touch, or the humiliation and frustration – sometimes it's losing someone, something. Whatever it is, Wyrd Hunters have suffered and seek revenge against the fey.*

*Obsession binds them together, their motives and actions dependent on their temperament – hunt them down to protect others, or pursue for sport and pleasure. Whatever the drive, Wyrd Hunters are drawn to places the fey have been seeking to learn their weakness and adopting aspects of their power, turning them to their own ends.*

A Wyrd Hunter has the following class features.

**Skills:** The wyrd hunter adds Knowledge (nature) and Knowledge (arcana) to his list of class skills, these replace Knowledge (engineering) and Knowledge (local).

***Deeds***

The wyrd hunter exchanges some deeds for the following. The new deed descriptions include information on which deeds from the gunslinger class feature these new deeds replace.

***Cold Iron Shot (Ex):*** At 1st level, as long as the wyrd hunter has at least 1 grit point, her shots count as cold iron for the purposes of bypassing damage reduction. This replaces the gunslinger's dodge deed.

***Illuminate (Su):*** At 3rd level, the gunslinger can make an attack that causes the target to become illuminated with dripping phantasmal fire if it hits. This attack may be part of a full attack action but the gunslinger must pay 1 grit point for each attack made. The attack deals normal damage and the effect lasts a number of minutes equal to the wyrd hunter level and leaves a trail across ground or air imposing a -20 penalty on all Stealth checks and a +10 circumstance modifier to checks made to track the target. This replaces the gunslinger's initiative deed.

***Immobilize the Target (Ex):*** At 7th level, as a full round action the wyrd hunter can threaten a single opponent with her weapon, she makes an Intimidate check against a single target who can see her within 30ft. If successful the target is dazed for a number of rounds equal to the charisma modifier +1 of the wyrd hunter (minimum 2 rounds). This is a fear effect. Performing this deed costs 1 grit point. This replaces the startling shot deed.

***Mesmerizing Fireworks (Su):*** At 11th level, the wyrd hunter may target a 20ft radius within range of her weapon and discharge a shot that explodes mid air, raining down motes of flowing color that dazzles creatures within its effect and marking them with the effect of illuminate for a number of rounds equal to the wyrd hunter level. Those within the area of effect may make a reflex against 10 + 1/2 wyrd hunter level + charisma modifier to avoid being dazzled. Performing this deed costs 1 grit point. This replaces the bleeding wound deed.

***Resist the Eldritch (Ex):*** At 11th level, as long as the wyrd hunter has at least 1 grit point, any time she may make an additional Will save to shrug off an effect (including made to disbelieve an illusion) she makes it with a bonus equal to her charisma modifier. This replaces the expert loading deed.

**Turn Steel (Ex)**

Starting at 9th level the Wyrd Hunter has become so much like her prey that she gains some of their preternatural resilience. She gains DR 2/Cold Iron. This increases by 2 every four levels thereafter (13th and 17th for a total of DR 6/Cold Iron by 17th level).

This replaces Gun Training 2, 3 and 4.

**Join the Hunt (Ex)**

At 20th level, the Wyrd Hunter affinity with the fey causes her to hear the sounds of the Wild Hunt calling. If she is slain after this point her body fades from this realm and is reborn 1d4 days later in the same place as a creature with the Fey template (as found in Bestiary 3). If she was lawful or chaotic before her death then she becomes neutral (only applying to the Lawful/Chaotic axis) - neutral Wyrd Hunters do not change in alignment. She retains all skills, class features and class HD and she is treated as a 'young' creature losing any age bonuses/penalties and accruing all the other features of the template. If the Wyrd Hunter dies of old-age then this effect does not occur, a fate preferable to becoming prey for fellow Wyrd Hunters.

This replaces True Grit.

**Trickshot**

*By the time the report is heard, the trick shot has already chosen another target to pinpoint. Hands, feet, and other sensitive areas are the foci of their prodigious aim. Friend to few, the trick shot is an invaluable ally when it comes to disrupting an enemy's actions once her loyalty is won.*

A trick shot has the following class features.

**Dirty Shot (Ex)**

At 1st level as long as the trick shot has at least 1 point of grit, she may attempt a ranged dirty trick combat maneuver with her firearm in the first range increment as though she possessed the Improved Dirty Trick feat. She does not gain a bonus to her Combat Maneuver Defense against Dirty Trick attempts. The dirty shot ability does not cause any hit point damage. At 4th level and every four levels beyond, a trick shot may attempt the dirty trick combat maneuver at her next range increment.

This replaces the gunslinger's deadeye deed.

**Watch This (Ex)**

Starting at 2nd level, a trick shot may select a body part on the

table below to pinpoint while using her dirty shot ability (which causes no hit point damage) to impart an effect to her target. Every other level she may select an additional body part from the table below. Unless specified by the ability, these status effects are applied regardless of number of arms, heads, legs, or racial traits of the target. Unless specified by the ability, this ability uses the target's CMD against the Dirty Trick combat maneuver. The trick shot may use this ability on as many combat maneuvers as allowed by her base attack bonus but she must declare this ability before resolving the roll.

This ability replaces the nimble +1 at 2nd level, the pistol-whip deed at 3rd level, the dead shot deed at 7th level, the expert loading deed at 11th level, the slinger's luck deed at 15th level, and the cheat death deed at 19th level.



**Cheap Shot (Ex)**

At 6th level, a trick shot counts as possessing the greater dirty trick feat when using her dirty shot ability.

This replaces the gunslinger's 6th level nimble bonus.

**Hard to Resist (Ex)**

At 9th level, a trick shot may also add her Dexterity modifier in addition to her Strength modifier to her combat maneuver roll when using the dirty shot ability. If she has the Agile Maneuvers feat she applies twice her Dexterity modifier to the combat maneuver roll when using her dirty shot ability.

This replaces the gunslinger's gun training 2 ability.

**Double Lock (Ex)**

At 12th level, a trick shot may choose to double the amount of time a target is affected by her watch this ability or double the penalty of the effect. For example, if the sensitive areas body part is targeted using the watch this ability then the trick shot can choose to increase the penalty to the target to one-fourth of the target's base land speed or increase the duration to 2 rounds.

This replaces the gunslinger's 12th level bonus feat.

**Locked Down (Ex)**

At 20th level, a trick shot may ignore any immunities a target may have that would negate the effects of her watch this ability. Any restrictions on discernable anatomy by the effect of her watch this ability still apply.

This replaces the gunslinger's true grit ability.

Body Part	Effect
Arms	The target suffers a -4 to attack rolls for the next 1d4 rounds. This penalty does not stack with itself. This does not affect targets with no discernible arms.
Body	The target gains the sickened condition for the next 1d4 rounds. This body part is easier to pinpoint and therefore gives an additional +2 circumstance bonus to the combat maneuver roll.
Ear	The target gains the deafened condition for 1d3 rounds. This is a difficult shot and therefore gives a -2 on the combat maneuver roll. This does not affect targets with no discernable ears.
Eye	The target gains the blinded condition for the next 1d3 rounds. This is a very difficult shot and therefore gives a -4 on the combat maneuver roll. This has no effect on targets with no discernable eyes.
Feet	The target is unable to take a move action until the beginning of the trick shot's next turn. This does not affect targets with no discernible feet.
Hands	The target is unable to take an action requiring hands until the beginning of the trick shot's next turn. This does not affect targets with no discernable hands.
Head	The target gains the dazed condition until the beginning of the trick shot's next turn. This does not affect targets with no discernable head.
Legs	The target's base land speed is reduced by half until the beginning of the trick shot's next turn. This body part is easier to pinpoint and therefore gives an additional +2 circumstance bonus to the combat maneuver roll. This does not affect targets with no discernable legs.
Neck	Any weapon (manufactured or natural) or unarmed strike that is used against the target has its critical threat range doubled until the beginning of the trick shot's next turn. This is a difficult shot and therefore gives a -2 on the combat maneuver roll. This does not affect a target with no discernable neck.
Sensitive Areas	The target may not take any action except to move $\frac{1}{2}$ of its base land speed until the beginning of the trick shot's next turn. This is a very difficult shot and therefore gives a -4 on the combat maneuver roll.

## Alternate Base Class



## Gungineer

*Gungineers are tinkers, gunsmiths, and occasionally obsessed with their strange and wondrous weapons. Their designs frequently exceed the limitations of local technology and have led some to theorize that there is some sort of strange, subconscious magic powering these weapons.*

**Alignment:** Any

**Hit Dice:** d8

**Starting Wealth:** 5d6 x 10 gp (average 175gp) In addition, each character begins play with an outfit worth 10 gp or less, and the gungineer begins with her named firearm.

**Class Skills:** The gungineer's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Disable Device (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), and Sleight of Hand (Dex).

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



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Modification Points
1st	+0	+2	+2	+0	Enterprises, brilliance, gunsmith, she's got a name	3
2nd	+1	+3	+3	+0	Nimble +1	4
3rd	+2	+3	+3	+1	Enterprise	5
4th	+3	+4	+4	+1		7
5th	+3	+4	+4	+1		8
6th	+4	+5	+5	+2	Nimble +2	9
7th	+5	+5	+5	+2	Enterprise	10
8th	+6/+1	+6	+6	+2	Specialized Firearm Expertise	11
9th	+6/+1	+6	+6	+3		13
10th	+7/+2	+7	+7	+3	Nimble +3	14
11th	+8/+3	+7	+7	+3	Enterprise	15
12th	+9/+4	+8	+8	+4		16
13th	+9/+4	+8	+8	+4		17
14th	+10/+5	+9	+9	+4	Nimble +4	19
15th	+11/+6/+1	+9	+9	+5	Enterprise	20
16th	+12/+7/+2	+10	+10	+5	Specialized Firearm Expertise	21
17th	+12/+7/+2	+10	+10	+5		22
18th	+13/+8/+3	+11	+11	+6	Nimble +5	23
19th	+14/+9/+4	+11	+11	+6	Enterprise	25
20th	+15/+10/+5	+12	+12	+6	Bonus feat, true brilliance	26



## Class Features

### Weapon and Armor Proficiency

Gungineers are proficient with all simple weapons, and with all firearms. They are proficient with all light armor.

### Gunsmithing

The gungineer gains Gunsmithing as a bonus feat.

### Brilliance (Ex)

A gungineer makes her mark upon the world with daring enterprises. All gungineers have brilliance, which is a measure of a gungineer's ability to perform amazing actions in combat. At the start of each day, a gungineer gains a number of brilliance points equal to her Intelligence modifier (minimum 1) but does not recover brilliance like a gunslinger recovers grit. A gungineer spends brilliance to accomplish enterprises.

### Enterprises (Ex)

Gungineers spend brilliance points to accomplish enterprises. Most enterprises grant the gungineer some momentary bonus or effect, but there are some that provide longer-lasting effects. Some enterprises stay in effect as long as the gungineer has at least 1 brilliance point. The following is the list of base gungineer enterprises. A gungineer can only perform enterprises of her level or lower. Unless otherwise noted, an enterprise can be performed multiple successive times, as long as the appropriate amount of brilliance is spent to perform the enterprise. Gungineers may select brilliance feats, replacing "grit" with "brilliance" and "deed" with "enterprise" to determine their effect.

**Deadeye (Ex):** At 1st level, the gungineer can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this enterprise costs 1 brilliance point per range increment beyond the first. The gungineer still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this enterprise.

**Utility Shot (Ex):** At 3rd level, if the gungineer has at least 1 brilliance point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gungineer must declare the utility shot she is using before firing the shot.

**Blast Lock:** The gungineer makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this enterprise, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell.

**Scoot Unattended Object:** The gungineer makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a

Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gungineer does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

**Stop Bleeding:** The gungineer makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gungineer does not have to make an attack roll when performing the enterprise in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

**Targeting (Ex):** At 7th level, as a full-round action, the gungineer can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted.

This enterprise costs 1 brilliance point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects.

**Arms:** On a hit, the target takes no damage from the hit but drops one carried item of the gungineer's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.

**Head:** On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.

**Legs:** On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

**Torso:** Targeting the torso threatens a critical on a 19–20.

**Wings:** On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

**Bleeding Wound (Ex):** At 11th level, when the gungineer hits a living creature with a firearm attack, she can spend 1 brilliance point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gungineer's Dexterity modifier. Alternatively, the gungineer can spend 2 brilliance points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gungineer's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

**Gungineer's Cleverness (Ex):** At 15th level, the gungineer can spend brilliance to reroll a saving throw or a skill check. It costs 2 brilliance points to reroll a saving throw, and 1 brilliance point to reroll a skill check. The gungineer must take the result of the second roll, even if it is lower. The enterprise's cost cannot be reduced by the Signature Deed feat or any other effect that reduces the amount of brilliance a enterprise costs.

**Stunning Shot (Ex):** At 19th level, when a gungineer hits a creature, she can spend 2 brilliance points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the gungineer's level + the gungineer's Intelligence modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.



### She's Got a Name

At 1st level, the gungineer gains a special firearm and gives it a name (Bessie, Vera, Explodomatic, etc.). A one-handed named firearm deals d8 bludgeoning and piercing damage (unless otherwise specified) with a range increment of 20ft. A two-handed named firearm deals d10 bludgeoning and piercing damage with a range increment of 40ft. Both one- and two-handed named firearms threaten a critical hit on a natural 20 and have a x4 critical multiplier. Named firearms do not misfire like normal firearms and are chamber-loaded with alchemical cartridges. It is a move action to load a one-handed or two-handed advanced firearm to its full capacity. Named firearms are politely called "idiosyncratic" and less politely called "insane" and "as wildly dangerous to the untrained user as it is to someone on the business end of the barrel." For this reason, it cannot be enchanted like a normal weapon, nor are its complicated workings suitable for beneficial spells that target a weapon like greater magic weapon or keen edge.

The gungineer modifies her named firearm to suit her needs and preferences using modification points (see below). The number of modification points available to the gungineer is listed on Table: Gungineer and the gungineer may allocate or reallocate any or all of the points each time she gains a level. The gungineer may reallocate a number of points equal to double her Intelligence modifier by spending an hour working on it with her gunsmith's kit. She may reallocate all the points by spending 8 hours working on it with her gunsmith's kit.

### Nimble (Ex)

Starting at 2nd level, a gungineer gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gungineer to lose her Dexterity bonus to AC also causes the gungineer to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

### Specialized Firearm Expertise (Ex)

At 8th level, the gungineer may add half her Dexterity modifier (rounding down) to damage with her named firearm. At 16th level, she may add her full dexterity modifier.

**True Brilliance (Ex)**

At 20th level, the gungineer utilizes modular components to rapidly reconfigure her named firearm. She designs three versions of her named firearm. They must share the same power source but may have other modifications. The gungineer may change the design of her named firearm between these three versions as a full-round action that provokes attacks of opportunity.

**Modifications**

Modifications are divided into two categories. First they are divided by points; second they are divided into which part of the named firearm they modify. This second category is in parentheses after each modification name. You may only ever have one modification of each type unless otherwise specified but you must have one of each. The parts are barrel, chamber (this includes magazines and clips), grip, top rail, and bottom rail. There are also power sources, though these are optional parts unless another modification requires it to function and modifications which do not occupy a specific part.

**Standard Issue (0-point Modifications)**

**Alchemical light (bottom rail):** This glowing attachment sheds light as a hooded lantern.

**Standard Grip (grip):** The named firearm resolves attacks against touch AC in the first range increment.

**Four-round Chamber (chamber):** The named firearm has a capacity of 4. This modification is only available to one-handed named firearms.

**Ironsights (top rail):** No additional effect.

**Steel barrel (barrel):** No additional effect.

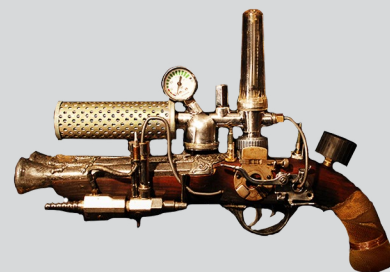
**Two-round Chamber (chamber):** The named firearm has a capacity of 2. This modification is only available to two-handed named firearms.

**1-point Modifications**

**Bayonet (bottom rail):** Sliding a blade on to the underside of the named firearm, the gungineer may make melee attacks. These attacks deal d4 slashing or piercing damage for one-handed firearms and d6 slashing or piercing damage for two-handed firearms. A one-handed firearm with a bayonet may be used with weapon finesse.

**Heavy Barrel (barrel):**

The heavy barrel allows a stronger powder charge without danger of warping. This provides +1 damage.

**Elongated Barrel**

**(barrel):** The elongated barrel allows for surer aim and grants +1 to attack rolls.

**Expanded Chamber (chamber):** The named firearm has a capacity of 6 if it is one-handed or 4 if it is two-handed.

**Night Vision (top rail):** This optic illuminates even the darkest night for the gungineer and grants darkvision 30'.

**Reflex Sight (top rail):** With a lens and reflective overlay at its focus, an optical collimator produces a virtual image of a reticle providing a +1 bonus on attack rolls.

**Sufficiently Advanced Technology:** Attacks made with the named firearm count as magic for the purposes of overcoming damage reduction or damaging incorporeal creatures.

**2-point Modifications**

**Adamantine Barrel (barrel):** Using adamantite allows for more powerful powder loads without the danger of warping or damaging the barrel. The named firearm deals +2 damage. This does not increase the hardness of the weapon.

**Comfort Grip (grip):** Attacks with the named firearm are resolved against touch AC at the first and second range increments.

**Copious Chamber (chamber):** The named firearm has a capacity of 8 if it is one-handed or 6 if it is two-handed.

**Canted Ironsights:** These ironsights are shifted slightly to the side of the named firearm leaving room for a top rail optic but giving the option for iron sights to be used closer in. This modification grants +1 on attack rolls to hit a target within 20'.

**Compensator:** Attached to the end of the barrel, a compensator reduces recoil by directing waste energy upwards forcing the barrel down. This provides a +1 bonus to hit on attacks made after first attack you make in a round.

**Electroplating:** Coating the barrel and moving parts of the named firearm with a metal resistant to corrosion and wear allows the gun to deal +1 damage and renders it immune to rusting attacks or effects, such as those from a rust monster or gauntlet of rust.

**Ghost Ring (top rail):** This sight is specifically attuned to the spiritual realm and attunes the firearm to it as well. The named firearm is treated as though it had the ghost touch magic weapon property.

**Large Bore:** Shots from the named firearm deal +2 damage but attacks after the first take a -1 penalty on the attack roll. You must be at least 8th level to choose this modification.

**Potato Grip (bottom rail):** Attached to the bottom of the gun barrel, this modification provides a better grip to reduce recoil and prevent “barrel burns.” It provides a +1 bonus to hit on attacks made after first attack you make in a round. This modification can only be selected for two-handed firearms.

**Steam Power (power source):** This bulky backpack is attached by a hose to the named firearm and weighs 20 pounds. Named firearms using steam power do not require cartridges, only a bullet, but still reload their entire capacity with a move action. The backpack is often quite noisy and the gungineer takes a -4 penalty on stealth checks.

### 3-point Modifications

**Alchemical Power (power source):** This smaller power source only weighs 2-5 pounds and can be mounted directly on a two-handed firearm or attached to the firearm via a hose or conduit and clipped to a belt. Named firearms using alchemical power do not require cartridges, only bullets, but still reload their entire capacity with a move action.

**Elemental Converter (chamber):** Using alchemical or magical energies, shots from the named firearms deal the chosen type of elemental damage plus an additional 1d6 from the following list: acid, cold, electricity, or fire. The type of damage is set



when you add this modification and can only be changed when reallocating points. You must have the Alchemical Power or Magical Power modification to choose this. If you have the Alchemical Power modification, this chamber has a capacity of 6. If you have the Magical Power modification, you may select this modification a second time and add an additional d6 damage of the same or a different element to your attacks.

**Flechette Launcher (barrel and chamber):** Instead of bullets, this modification allows the named firearms to fire tiny razor sharp blades. The firearm has a capacity of 10, deals slashing damage, and causes d4 bleed damage for 1 round. Subsequent hits do not stack bleed damage but do increase the duration by 1 round for each hit. Bleed damage from the flechette launcher does stack with the bleeding wound deed.

**Gun Gauntlet (grip):** Rather than a traditional grip, the gun is mounted on a metal gauntlet worn by the gungineer. It provides a +10 bonus to your Combat Maneuver Defense to keep from being disarmed in combat. Removing and putting on the gauntlet is a full-round action that provokes attacks of opportunity. Attacks with the gun gauntlet are resolved against touch AC in the first and second range increments. Additionally, the gun gauntlet allows the gungineer to deal lethal damage with her unarmed attacks. This modification is only available for one handed firearms.

**Huge Bore:** Shots from the named firearm deal +4 damage but attacks after the first take a -2 penalty on the attack roll. You must be at least 8th level to choose this modification.

**Mithral Barrel (barrel):** The lightness and strength of mithral allow the barrel to be much more substantial without affecting its weight or balance. The named firearm deals damage as though it were one size category larger.

**Molded Grip (grip):** Attacks with the named firearm are resolved against touch AC at the first, second, and third range increments.

**Muzzle Brake:** Attached to the end of the barrel, this modification reduces recoil by redirecting waste energy to either side of the barrel, fighting side to side sway seen in rapid fire.

This modification provides a +2 bonus to hit on attacks made after first attack you make in a round.

You must be at least 11th level to select this modification.

**Revealing Tactical Light (bottom rail):** This light shines as a bullseye lantern but may also be used to reveal things hidden from sight in other ways. As a move action, the gungineer may use the revealing tactical light to shine a 30-foot cone which causes anything invisible to become visible for 1 round.

**Ten-round Clip (chamber):** The named firearm has a capacity of 10.

**Thermal Sight (top rail):** Utilizing undreamt of technologies, the gungineer pierces invisibility through this sight. The gungineer is able to see invisible creatures within 30 feet.

**Twenty-round magazine (chamber):** The named firearm has a capacity of 20 and the automatic weapon quality.

#### 4-point Modifications

(Unless otherwise specified you must be at least 8th level to select any 4-point modification.)

**Cannon Bore:** Shot from the named firearm deal +6 damage but attacks after the first take a -3 penalty on the attack roll. You must be at least 15th level to choose this modification.

**Dragon's Head (bottom rail):** Select either acid, cold, electricity, or fire. As a full-round action that provokes attacks of opportunity you may release a 15-foot cone that deals 1d6 points of damage of the selected type per two Gungineer levels. Those caught in the cone can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the gungineer's level + the gungineer's Intelligence modifier. This modification may be used a number of times a day equal to 3 + your intelligence modifier.

**Flux Capacitor (chamber):** Shots from the named firearms deal the chosen type of elemental damage plus an additional 1d6 from the following list: acid, cold, electricity, or fire. You may choose which type of damage to deal with each shot. You must have the Magical Power modification to choose this modification.

**Magical Power (power source):** The smallest power source takes many forms, crystals, orbs, and stones are common, though. It can be directly attached to the firearm. Named firearms using magical power do not require ammunition or need to be reloaded. Attacks made with a firearm with a magical power source count as magic for the purposes of overcoming

damage reduction or damaging incorporeal creatures. You must be at least 8th level to select this modification.

**Molybdenum Barrel:** This rare metal forms a barrel capable of taking extreme amounts of abuse. Shots deal +5 damage.

**Perfect Grip (grip):** Attacks with the named firearm are resolved against touch AC at all ranges.

**Spirit Chamber (Chamber):** The named firearm has a sphere of swirling light and mist where its chamber should be. When you add this modification, choose holy or unholy. If you choose holy, shots deal an additional 2d6 damage against all creatures of evil alignment. If you choose unholy, shots deal an additional 2d6 damage against creatures of good alignment. You must have the Magical Power modification to select this modification.

**Thirty-round Magazine (chamber):** The named firearm has a capacity of 30 and the automatic weapon quality.

**Threat Detector (Top Rail):** The threat detector features a small screen or orb mounted atop the named firearm which alerts the gungineer to nearby threats even if they cannot be seen. This provides the gungineer with the equivalent of blindsense out to 30 feet.

#### 5-point Modifications

(You must be at least 13th level to select any 5-point modification)

**Bomb launcher (bottom rail):** You gain the Alchemist's bomb class feature using half your gungineer level as your effective alchemist level. This may not be modified by feats or discoveries.

**Exotic Metal Barrel (barrel):** Using exotic metals collected over a career of adventuring, the gungineer creates a barrel out of a previously unknown alloy. This barrel makes shots fired deal damage as if they were one size category larger and add an additional +4 damage.



**Fusion Bottle (Chamber):** Harnessing the raw power of the sun in your gun, each shot releases hot blasts of plasma. Each shot deals half fire and half electric damage plus an additional d8 each of fire and electricity. Resistance to fire or electricity of 5 or less does not apply against the searing plasma. You must have the Magical Power modification to select this modification.

**Integration (grip):** The ultimate expression of devotion, the gungineer integrates the named firearm into her own arm. Her named firearm cannot be disarmed, she gets a +10 bonus on sleight of hand checks to conceal the firearm and resolves attacks against touch AC at all range increments.

**Magnetic Accelerator (Chamber):** Using the power of magnetism, this chamber accelerates the projectile inside to incredible speeds. The named firearm has a capacity of 15 and deals 2d6 extra damage. Its attacks may be resolved in a line as long as the firearm's first range increment as a full round action, rolling once and comparing that to the AC of each target in the line, or as though the weapon had the speed enchantment. You must have the Steam Power or Alchemical Power modifications to select this modification.

**Multi-spectrum Analyzer (top rail):** Combining analysis of mundane spectrums, magical spectrums and everything in between, this optic grants the gungineer blindsense out to 30 feet and lifesense out to 60 feet.

**Particle Accelerator (Chamber):** Bright particles are accelerated to near light speed. Attacks with the named firearm deal piercing damage and add an additional d6 extra damage. Attacks may be resolved in a line as long as the firearm's first range increment as a full round action, rolling once and comparing that to the AC of each target in the line, or as though the weapon had the speed enchantment. Target damaged by the attack are dazzled for 1d6 rounds by the radiant light and blinded for 1d6 rounds on a confirmed critical hit. You must have the Magical Power modification to select this modification.



## Prestige Classes

### Grey Eye

*Firearms—and their gunslingers—have their drawbacks. Misfires, exploding powder, drinking, gambling, or ceaseless tinkering obsession with their guns drive away many would-be allies. Few gunslingers turn to arcane arts and fewer still are attracted to necromancy, but those who choose this way are called grey eyes. By sacrificing their own eye for a necromantic orb of metal, these grey eyes achieve an aim envied by others and a certain reusability to their recent targets. Politer company tends not to look grey eyes in the face while the less civilized stare openly at their “deformity.” Gunslingers are the typical fare attracted to this path, but alchemists, ex-clerics, and wizards have also walked down this road from time to time.*

**Role:** Grey eyes are lonely by nature and seek others who accept their eccentricities and odd ways of regarding life. Adventuring is an outlet for them, one in which they can practice their curious blend of necromantic arts and gun play. Their enhanced aim—thanks to their replaced eye—and ability to control their targets after life make the grey eye a useful if distasteful ally for many adventuring parties.

**Alignment:** A grey eye is restricted to any alignment that is neither lawful nor good.

**Hit Die:** d8

#### Requirements

To qualify to become a grey eye, a character must fulfill all the following requirements.

**Physical:** Replace one eye of character choice with a necromantic magic infused metal eye called a dead eye.

**Skills:** 5 ranks in Spellcraft.

**Special:** Dead shot deed



**Skill Ranks per Level:** 3 +Int.

### Class Features

The following are class features of the grey eye prestige class.

#### Weapon and Armor Proficiency

A grey eye gains no proficiency with any weapon or armor.

#### Dead Eye (Su)

Starting at 1st level, a grey eye's dead eye can hold a number of grit points inside it equal to half her grey eye level (minimum 1) which grant her access to a number of effects listed below. Grit can be freely transferred to the dead eye but doing so expends a grit point from her normal reserve. Grit cannot be transferred

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Dead eye, grit, opposition schools, spells
2nd	+2	+1	+1	+1	Dead shot (+1)
3rd	+3	+1	+2	+2	
4th	+4	+1	+2	+2	Dead shot (+2)
5th	+5	+2	+3	+3	
6th	+6	+2	+3	+3	Dead shot (+3)
7th	+7	+2	+4	+4	
8th	+8	+3	+4	+4	Dead shot (+4)
9th	+9	+3	+5	+5	
10th	+10	+3	+5	+5	Dead shot (+5)

out of the dead eye into her normal grit point reserve. Any grit stored in her dead eye do not count towards her maximum grit per day and do not expire until used. Each effect is activated as a swift action unless noted otherwise.

**Power Over Undead (Su):** By expending one grit from her dead eye, a grey eye gains access to the wizard necromancy school ability of the same name for 24 hours.

**Ghost Shot (Su):** By expending one grit from her dead eye, a grey eye can give her bullets the ghost touch weapon special ability for 1 minute.

**Grave Touch (Sp):** By expending one grit from her dead eye, a grey eye gains access to the wizard necromancy school ability of the same name for 24 hours.

**Frightening Gaze (Su):** By expending two grit from her dead eye, as a standard action a grey eye's dead eye causes creatures within 30 feet that meet her gaze to succeed on a Will save or stand paralyzed in fear for 1 round. The DC is equal to 10 +  $\frac{1}{2}$  her grey eye level + her Charisma modifier. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that grey eye for 1 day.

**Undead Legion (Su):** By expending two grit from her dead eye, a grey eye may add her Intelligence bonus to the number of hit die of undead she can create when using the spell animate dead for 24 hours.

**Used to Pain (Ex):** By expending two grit from her dead eye, a grey eye may gain DR 5/— for 24 hours.

**Command Undead (Su):** By expending three grit from her dead eye, a grey eye gains access to the Command Undead feat for 24 hours. Her grey eye level is her effective cleric level. Any existing levels of cleric stack with her grey eye level for this ability.

**Spell Recall (Su):** By expending three grit from her dead eye, a grey eye can cast any single spell she has already prepared and cast that day up to 3rd spell level as the magus' spell recall ability.

**Dead Again (Su):** By expending four grit from her dead eye, the length of time animated is doubled for any creature animated by the grey eye. This effect does not stack with itself.

**Hollow Shot (Ex):** By expending four grit from her dead eye, a grey eye's next single shot causes her target to succeed at a Fortitude save or gain the dying condition even if the target has 0 or greater hit points. The DC is equal to 10 + her grey eye level + her Wisdom bonus (if any). The target makes Constitution checks each round as normal but does not take a negative to the check if the target is not reduced to negative hit points. Creatures that have not been reduced to negative hit points by this shot and fail their Constitution check loses hit points equal to the original shot's damage. Any creature that currently has 101 hit points or more is unaffected.

**Piercing Gaze (Su):** By expending five grit from her dead eye, as a standard action a grey eye's dead eye causes creatures within 15 feet that meet her gaze to succeed on a Will save or have the critical threat range from any natural weapon, manufactured weapon, or unarmed attack that target it doubled for 1 round. The DC is equal to 10 +  $\frac{1}{2}$  her grey eye level + her Charisma modifier (if any). This is a mind-affecting fear effect. A creature that successfully saves cannot be affected again by the piercing gaze of that grey eye for 1 day.

**Undead Rule (Su):** By expending five grit from her dead eye, a grey eye may choose one creature she has animated and apply the graveknight template to it. She may not have more than 1 creature animated with the graveknight template at any given time.

### Grit (Ex)

A grey eye's grit functions exactly as the gunslinger's grit except that she recharges her normal grit pool with a confirmed critical hit or, if the optional rule is used, a daring act. When she kills a target with her firearm she instead gains a point of grit into her dead eye (up to the maximum).

### Opposition Schools

At 1st level, any school of magic that is not necromancy is considered an opposition school. Any spells that target the grey eye from these schools of magic has any DC's increased by  $\frac{1}{2}$  her grey eye level (minimum 1). Any spells from scrolls or wands a grey eye attempts to use that are of these schools increase the Spellcraft or use magic device DC by  $\frac{1}{2}$  her grey eye level (minimum 1). This represents her fascination with necromancy and her lack of formal education in general magical principles.

## Spells

At 1st level and every level thereafter, a grey eye gains the ability to cast arcane spells as a wizard. Her effective caster level is equal to her grey eye level. Spells from the necromancy school have any DC's increased by  $\frac{1}{2}$  her grey eye level (minimum 1).

A grey eye may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the grey eye decides which spells to prepare. The number of spells per day is listed in the table below.

### Spells per Day

Level	0	1st	2nd	3rd	4th	5th
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

## Spellbooks

This functions like the wizard spellbook class ability.

## Dead Shot

At 2nd level, whenever a grey eye reduces a corporeal creature to negative hit points with her dead shot deed, it can be animated as a skeleton or zombie automatically under the grey eye's control. Creatures animated in this manner have the skeleton or zombie template applied to the base creature. These animated creatures last for 24 hours and then crumble. This does not count towards the number of undead a grey eye can have under her command at any time. The target receives a Will save equal to 10 + the grey eye's Wisdom bonus (if any) + the amount of negative hit points to resist being animated.

At 2nd level, a grey eye can have 1 creature animated in this manner. At 4th level she increases the number of creatures to 2, at 6th the number increases to 3, at 8th the number increases to 4, at 10th the number increases to 5.

## Hex Gunner

*Sometimes the evilest eye is the one that looks down a gunsight. Witches and Gunslingers share a bond in that they are both commonly outsiders and loners. Swift, nimble hands to cast a spell are equally adept at drawing down on a foe. Witches form the bedrock of this prestige class, usually multiclassed with gunslinger but occasionally with other classes.*

**Hit Die:** d8

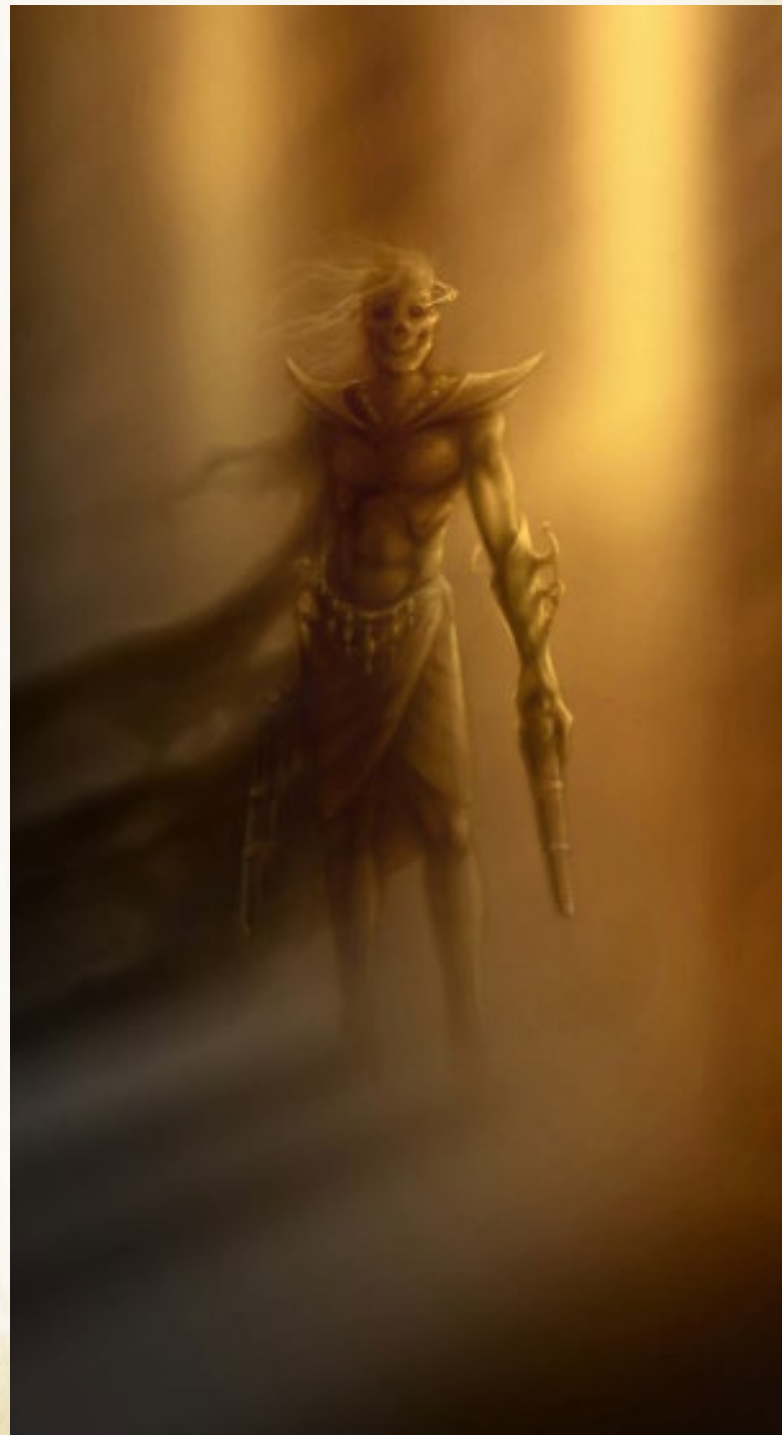


Table: Hex Gunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+2	+2	Bonded firearm, grit, traitor's patron	
2nd	+1	+0	+3	+3	Hex, Hex bullet	+1 of existing arcane class
3rd	+2	+1	+3	+3	Ghost touch deed	+1 of existing arcane class
4th	+3	+1	+4	+4	Major Hex	+1 of existing arcane class
5th	+3	+1	+5	+5	Imbue Bullet	
6th	+4	+2	+5	+5	Hex	+1 of existing arcane class
7th	+5	+2	+5	+5	Baleful polymorphic bullet	+1 of existing arcane class
8th	+6	+2	+6	+6	Hex	+1 of existing arcane class
9th	+6	+3	+6	+6	Improved Bonded Firearm	
10th	+7	+3	+7	+7	Hex	+1 of existing arcane class

### Requirements

To qualify to become a Hex gunner a character must fulfill all of the following criteria.

**Class abilities:** A Hex gunner must have the Evil Eye Hex, have a Familiar, and either the Grit class feature or the Amateur Gunslinger feat.

**Skills:** Knowledge (arcane) 5 ranks, Spellcraft 5 ranks

**Special:** In a special ritual the Hex gunner must sacrifice her familiar using her gun and etch a likeness of that familiar into the side of the gun barrel.

**Skill Ranks per Level:** 2 +Int.

### Class Features

The following are class features of the Hex Gunner prestige class.

**Weapon and Armor Proficiency:** A Hex gunner gains no additional weapon or armor proficiencies.

### Bonded Firearm (Su)

The hex gunner's firearm functions as a wizard's bonded item and in addition the hex gunner can learn spells from her firearm as though the firearm was still her familiar. This happens as a part of the ritual that qualifies a hex gunner into the class and all the spells the sacrificed familiar learned are etched into the bonded gun.

### Traitor's Patron (Su)

The hex gunner loses her current patron and gains a new one. She retains all spells she has already learned from her previous patron. After selecting a new patron she counts her witch and

hex gunner levels to determine which patron spells she has access to.

### Hex

A Hex gunner gains a new hex every even level and at the indicated levels may select major and grand hexes.

### Hexed Bullet (Ex)

At 2nd level, a hex gunner may imbue a bullet with her hex as a move action. If the hexed bullet hits, the imbued hex automatically succeeds bypassing any save. This ability costs 1 grit point and counts as a use of the hex.

### Ghost Touch Deed (Su)

At 3rd level, as long as a hex gunner has at least 1 grit her bonded firearm counts as a ghost touch weapon.

### Imbue Bullet (Su)

At 5th level, the hex gunner gains an ability identical to imbue arrow from Arcane Archer except that her bullets are imbued rather than arrows.

### Baleful Polymorphic Bullet (Sp)

At 7th level, a hex gunner may use a swift action to imbue a bullet with a baleful polymorph spell like ability. The targeted creature takes on the same form as the witch's former familiar. Using this ability will deactivate the ghost touch deed for the rest of the day as though the hex gunner had spent all their grit. This ability costs 3 grit points to activate.

### Improved Bonded Firearm (Su)

At 9th level a hex gunner's bonded item may store an additional spell and enchantments cost 1/4 their normal price instead of 1/2 when you use the Craft Magic Arms and Armor feat.

## Qiang Seng (pronounced “she-yan sun”)

*“Fight like the gun is not there, shoot as if you know you will not miss, there is nothing but the bullet and the moment.” Thus reads a famous quote from an unnamed Qiang Seng master to a pupil’s question. While not all teachers of the blended martial art of body and gun are so cryptic, all practitioners perform astounding feats using firearms and other specialized weapons. While monks, gunslingers, ninjas, rogues, and multiclass combinations of these classes likely find this prestige class easiest to enter, a number of other classes can qualify and benefit from this prestige class.*

**Hit Die:** d8

### Requirements

To qualify to become a Qiang Seng, gunner a character must fulfill all of the following criteria.

**Alignment:** Any other than Chaotic Neutral.

**Skills:** Acrobatics 5 ranks, Perception 5 ranks, Sense Motive 5 ranks.

**Feats:** Dodge, Weapon Focus (any one firearm or combination firearm).

**Special:** Stunning Fist class feature or feat, Ki Pool class feature, Grit class feature or Amateur Gunslinger feat.

**Class Skills:** The Qiang Seng’s class skills (and the key ability for each skill) are Acrobatics (Dex), Knowledge (engineering) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

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

### Class Features

The following are class features of the Qiang Seng prestige class.

**Weapon and Armor Proficiency:** A Qiang Seng gains no additional weapon or armor proficiencies. However all firearms that have a melee ability are treated as monk weapons by the Qiang Seng for being able to use them with Flurry of Blows while using their melee attack option.

### Unarmed Combat (Ex)

A Qiang Seng’s class levels stack with any monk levels for the purposes of determining flurry of blows, stunning fist, and unarmed strike class features (including determining damage dealt by unarmed strike attacks).

### Gun Kata (Ex)

At 1st level, the Qiang Seng gains access to their first gun kata, which may be chosen from any of the katas listed below. The Qiang Seng may chose an additional kata at each odd level gained after 1st. A Qiang Seng may only have one kata active at any given time. Entering a kata is a full round action that provokes attacks of opportunity, switching from one kata to another is a move action and also provokes attacks of opportunity. The Qiang Seng must have one Grit or Ki point left for a kata’s special abilities to function or be available. This is in addition to any point costs the kata’s special abilities may require to be used.

**Clawing Dragon:** This kata focuses on deflecting and controlling the trajectory of the bullets and arrows fired by others, its movements designed to better keep missiles away from the body and sometimes turn them against the shooters allies with shots of your own. When using this kata the Qiang Seng gains a +1 bonus to their Armor Class vs. missiles as long as at least one firearm is being wielded. By spending one Grit or Ki point the Qiang Seng may use their firearm (as long as it is loaded) to redirect a missiles she has been deflected using Deflect Arrows or a similar ability to strike an opponent who is within 10 ft. of you and is a valid (line of sight) target for the ranged attacker. The attack roll to determine if the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+1	Unarmed combat, Gun Kata, Grit and Ki Point Synergy
2nd	+1	+1	+1	+1	Nimble +1, Acrobatic Reload
3rd	+2	+2	+2	+2	Gun Kata, Meditative Shot
4th	+3	+2	+2	+2	Two-Weapon Fighting, Sword and Pistol
5th	+3	+3	+3	+3	Nimble +2, Gun Kata
6th	+4	+3	+3	+3	Lead Fist, Zen Shot
7th	+5	+4	+4	+4	Improved Two-Weapon Fighting, Gun Kata
8th	+6	+4	+4	+4	Nimble +3, Trigger Strike
9th	+6	+5	+5	+5	Hail From a Feather, Gun Kata
10th	+7	+5	+5	+5	Nirvana Shot, Enlightened Spirit

missile hits its new target is equal to the original attack roll that was deflected by the Qiang Seng with a +4 bonus to hit. The attack deals its normal damage to the new target as if the original ranged attacker had hit the Qiang Seng, this includes any and all modifications made to that attack by the original shooter. You may use this ability only once per round regardless of the number of ranged attacks you could deflect in a round. Redirecting the missiles use one round from the firearm you are wielding each time it is used. No attack roll from the Qiang Seng is needed to redirect the missile and the attack does not count against the max number of attacks she could make in a round.

**Dancing Crane:** This kata mimics the fluid and deliberate movements of the crane to simply better avoid missiles rather than bothering to deflect them. When using this kata the Qiang Seng gains 20% concealment vs. missile weapons for as long as it is in use. This bonus can be increased to 50% concealment vs. missile weapons by spending two points from the Qiang Seng's Grit/Ki pool. This increase lasts for a number of rounds equal to the Qiang Seng's Wisdom modifier each time the points are spent in this way. Additionally anytime you make a single attack action while using this kata that attack gains a +4 bonus to hit, as cranes are cunning fisherman and know when to strike.

**Lunging Mantis:** Students of this kata try to perfect the absolute stillness and lightning fast lunge that are the whole marks of the mantis. While using this kata the Qiang Seng gains a +4 bonus to Initiative checks and may spend a Grit or Ki point to deal +2d6 damage on confirmed critical hits with a monk weapon or any type of firearm. You may not deal this additional damage more than once per round regardless of whether multiple critical hits are scored.

**Stalking Tiger:** When using this kata its followers invoke the hunting stealth and power of the tiger. While in use this kata grants the Qiang Seng a +4 bonus to the Stealth skill and a +2 bonus to hit with monk melee weapons, combination firearms (the melee portion only), and if using the pistol whip gunslinger deed. By spending one point of Grit or Ki the Qiang Seng may use the Pounce special ability for a number of rounds equal to half their Wisdom modifier. This ability may only be used with the same weapons that are granted the additional to hit bonus.

**Striking Snake:** Quick to strike and often relentless are serpents, and those who learn this kata emulate that speed and aggression in their gun play. While in use this kata allows the Qiang Seng to spend one point of Grit or Ki to use their Flurry of Blows ability with ranged attacks from firearms. However this does not allow the Qiang Seng to fire more rounds than the capacity of the firearm(s) she is wielding, and

they must be reloaded as normal and remain subject to misfire chance (if any) on each attack made. Additionally whenever the full attack action is used while this kata is active each attack in the full attack action gains a +2 bonus to hit, this bonus applies only to full attack actions taken with ranged attacks from firearms.

**Diving Eagle:** Keen sighted eagles know their prey even from afar, and begin their attack before that prey even knows it has been launched. This kata draws upon the eagle's long vision and diving strike to enhance ranged attacks from up on high. While in use, the Qiang Seng deals additional damage when making ranged attack with a firearm from above their target. Any attack that hits deals +1 damage for every 10 ft. the Qiang Seng is above the target of the attack, to a maximum of +10 at 100 ft. Any and all range penalties still apply to this attack. Additionally, while active anytime a critical hit is confirmed the Qiang Seng may spend one Grit or Ki point to give the target a 50% chance to gain the blinded condition for 1d4 rounds.

**Running Fox:** This kata seeks to teach its students that cunning, speed, and guile can be the deadliest weapons of all. While in use the Qiang Seng gains +10 ft. to their base land speed and a +4 bonus to the Acrobatics skill. Additionally the Qiang Seng may spend one point of Grit or Ki to gain +2d6 sneak attack damage on one attack. The ability works as the rogue class feature of the same name and follows all the same rules and restrictions.

### Grit and Kit Point Synergy (Su)

At 1st level, a Qiang Seng may freely use Grit points and Ki points interchangeably and may pay for abilities that use Grit or Ki using points from both pools at once if she so desires in any ratio.

### Nimble (Ex)

At 2nd level, the Qiang Seng gains a +1 to the Nimble ability, this bonus stacks with any existing bonus from the gunslinger ability of the same name. This bonus increase by +1 for each additional three levels gained beyond 2nd.

### Acrobatic Reload (Ex)

At 2nd level, whenever the Qiang Seng successfully uses the Acrobatics skill to jump, fall, or move through a threatened square she may chose to spend 2 points from her shared Ki and Grit pool to reload any firearm that she is currently wielding to its full capacity of rounds. Doing so is part of the Acrobatics skill check and does not count as an action of its own, nor does it provoke an attack of opportunity. Failure in the Acrobatics skill check still causes the normal effects.

**Meditative Shot (Ex):**

At 3rd level, the Qiang Seng is able to ignore some of the negative effects of range, weather, spells, and special abilities on her ability to successfully hit targets when shooting a firearm. The Qiang Seng may ignore up to a -4 penalty to her ranged attack roll from sources including range, inclement weather, debuff spells (such as curse, weaken powder, etc), and miscellaneous spell like abilities that impose a penalty to ranged attacks. Using this ability costs one Grit or Ki point each time it is used, and the short meditation period required is a standard action to perform.

**Two-Weapon Fighting**

At 4th level, a Qiang Seng gains Two-Weapon Fighting as a bonus feat, and needs not meet the prerequisites for the feat. If the Qiang Seng already has this feat then she instead gains Improved Two-Weapon Fighting Instead. This feat only applies to monk weapons, firearms, and combination firearms.

**Sword and Pistol**

At 4th level, a Qiang Seng gains Sword and Pistol as a bonus feat and need not meet the prerequisites for the feat.

**Lead Fist (Ex)**

At 6th level, the Qiang Seng may use their Stunning Fist ability with a ranged attack from a firearm. This attack uses the normal range increments of the firearm to determine any bonuses or penalties to the attack role, but otherwise follows all rules regarding the Stunning Fist monk class feature.

**Zen Shot (Su)**

At 6th level, the ability of a Qiang Seng to ignore outside distractions through meditation while shooting a firearm grows stronger. Zen Shot works just as the Meditative Shot ability but may ignore up to a total of -8 to hit.

**Improved Two-Weapon Fighting**

At 8th level, the Qiang Seng gains Improved Two-Weapon Fighting as a bonus feat, even if she does not meet the prerequisites. If she already possesses this feat then she automatically gains Greater Two-Weapon Fighting instead. This feat only applies to monk weapons, firearms, and combination firearms.

**Trigger Strike (Ex)**

At 8th level, a Qiang Seng's may turn weapons that have a trigger mechanism against those who wield them. Anytime a Qiang Seng successfully grapples an opponent who is using a triggered weapon she may force that opponent to fire the weapon into the ground to waste a shot. Additionally, if the Qiang Seng spends one point of Ki or Grit when successfully grappling an opponent she may turn a triggered weapon on its wielder, making a single attack using her highest bonus against that opponent using their own weapon. While the Qiang Seng does not disarm the opponent of the weapon, it is considered to be wielded by the Qiang Seng for this attack, and any feats and bonuses that would apply to the weapon in question that the Qiang Seng possesses apply to this attack. If the weapon is empty of ammunition, or cannot fire for any reason, then this attack is wasted.

**Hail From a Feather (Ex)**

At 9th level, whenever the Qiang Seng uses the Slow Fall monk class feature she may spend one point of Grit or Ki to make a ranged attack with a firearm or combination firearm against an opponent who is beneath them and no more than 60 ft. from the square she will land in. This attack is made at her highest bonus and does not count against the number of attacks the Qiang Seng can make in a round. However, slow falling still counts as movement and does affect attack actions as normal. If the Qiang Seng is wielding two weapons while slow falling and both are firearms, she may spend a second Grit or Ki point to make an attack with her off-hand weapon as well at its highest bonus. You may not use Acrobatic Reload in conjunction with this ability.

**Nirvana Shot (Su)**

At 10th level, such is the concentration and focus of a Qiang Seng that she has mastered the ability to shut out any distraction that could spoil her shot. This ability works just as the Meditative and Zen Shot abilities save it ignores all penalties applied from the sources mentioned, and using the ability costs two points from the shared Grit/Ki pool of the Qiang Seng rather than just one.

**Enlightened Spirit (Su)**

At 10th level, the Qiang Seng gains two additional Grit points and two additional Ki points added to her respective pools.



## New grit feats

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### Bushwack

*You take full advantage of targeting a flat footed opponent.*

**Prerequisites:** 5 or more ranks in Stealth and Targeting deed.

**Benefits:** If you hit a target creature that is flat footed while using the targeting deed you gain a +1 to hit and +1d6 damage in addition to the normal effects of hitting the part of the body targeted.

**Normal:** You gain no additional benefits from using targeting on a flat footed creature.

### Cleaving Shot Deed

*You pack just enough powder and hit in just the right spots to kill two birds with one shot.*

**Prerequisites:** BAB +6, Deadly Aim, Grit Class feature or Amateur Gunslinger feat.

**Benefits:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is in the same line of fire as the first and also within range. You can only make one additional attack per round with this feat. You must have at least one grit point to use cleaving shot.

**Normal:** Your bullet stops when it hits the first foe.

### Horse Whisperer

*You have a bond with domesticated animals and can coax out feats of unusual bravery.*

**Prerequisites:** Grit class feature or Amateur Gunslinger feat, Handle Animal 4 ranks.

**Benefits:** You may grant the combat trained trick to any normal animal with the expenditure of 1 Grit point. If the animal is already combat trained this allows it to have a bonus equal to 2 times the character's class level to acrobatics, climb, fly, or swim checks, a +10 to their base movement, and the diehard feat for 10 minutes per character level.

**Special:** Optionally, you may permanently reduce your Grit pool by 1 to make this change permanent.

**Normal:** It takes 6 weeks and a DC 20 handle animal check to combat train an animal.



## Gear

### Exotic Weapons (ranged and firearms)

(exotic) One-Handed Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Spear Pistol	500 gp	1d4	1d6	20×3	20 ft.	-	1	4 lbs.	P	fire underwater
Dragon Tonfa	1,500 gp	1d4	1d6	20×4	20 ft.	1-2 (5 ft.)	1	4 lbs.	B and P	blocking, monk, scatter
Tekko-Kagi Pistol	850 gp	1d3	1d4	20×4	10 ft.	1 (5ft.)	1	2 lbs.	B and P	disarm, see text
Shrapnel Stake	15 gp	1d3	1d4	20×2	10 ft.	1 (5 ft.)	-	1 lb.	P	see text

**Dragon Tonfa:** The design of the simple tonfa lends itself to integrating a firearm into one. The dragon tonfa combines a dragon pistol into the weapon. It functions as a double weapon for the purpose of masterwork quality and enchantments. If the weapon gains the broken condition it cannot be used as a normal tonfa until repaired.

**Shrapnel Stake:** While not a true firearm a simple wooden stake drilled out and packed with a single charge of black powder or an alchemical cartridge plus a wick fuse becomes a rain of deadly shivers. The weapon can be used in melee or thrown with a range increment of 10 ft. Lighting the fuse of a shrapnel stake is a move action and provokes attacks of opportunity. A shrapnel stake explodes one round after the fuse is lit, and deals 2d6 piercing damage to all targets within a 5 ft. radius of the stake.

**Spear Pistol:** A derivative of the hand crossbow a spear pistol is designed to function effectively underwater. Reloading a spear pistol is a move action and proves attacks of opportunity. When fired below water the spear pistol has a range increment of 10 ft. and takes only a -1 penalty per 10 ft. of water they was through, though this is still in addition to penalties from range.

**Tekko-Kagi Pistol:** This weapon combines the “iron claw” with a small bore pistol. This weapon is considered a double weapon for the purposes of masterwork quality and enchantments. If the firearm portion of the weapon gains the broken condition, the weapon may not be used as a normal tekko-kagi until it is repaired.

**Benefit:** A tekko-kagi pistol can be used an offensive weapon, defensively like a buckler, or to disarm an opponent’s weapon without provoking an attack of opportunity. It provides its owner with a +2 circumstance bonus on attempts to disarm or sunder swords or other slender-bladed weapons

(exotic) Two-Handed Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Culverin Earthbreaker	4,250 gp	2d6	2d8	20×4	30 ft.	1 (10ft.)	1	50 lbs.	B and P	scatter
Musket Greatsword	2,000 gp	1d10	1d12	20×4	40 ft.	1-2 (5 ft.)	1	20 lbs.	B and P	-
Spear Rifle	2,500 gp	1d6	1d8	20×3	50 ft.	-	1	10 lbs.	P	fire underwater, entangle

**Culverin Earthbreaker:** This weapon combines the “bombard” also known as a culverin with the hefty earthbreaker. Though extremely heavy this weapon can deal considerable damage when fired or swung. This weapon is considered a double weapon for the purposes of masterwork quality and enchantments. If the firearm portion of this weapon gains the broken condition, the weapon cannot be used as a normal earthbreaker until repaired. Due to the weight and strange heft of this weapon all attacks made with it are at a -2 to the attack roll.

**Musket Greatsword:** This weapon is a strange hybrid of a musket that has had a greatsword blade mounted to the length of the barrel along the top side. Because of the obstructing nature of the sword blade and odd balance all attacks made with this weapon are at a -2 penalty to attack roll. This weapon is a double weapon for the purposes of masterwork quality and enchantments. If the firearm portion of this weapon gains the broken condition the weapon may not be used as a normal greatsword until it is repaired.

**Spear Rifle:** A more powerful version of the spear pistol the spear rifle allows a strong cord to be attached to the projectile

which can be used in several ways. The wielder of a spear rifle may use the weapon to fire a projectile into a solid surface and create an anchor point. Alternately a small net can be attached to the projectile and line which entangles the target, functions as per the entangling arrow. When fired below water the spear rifle has a range increment of 30 ft. and takes only a -1 penalty per 30 ft. of water they pass through, though this is still in addition to penalties from range.

#### Gun accessories:

**Hammer grips and stocks:** Really nothing more than a reinforced metal plate with short pyramid studs cut to fit an existing gun stock or grip. Once installed it increases the melee damage of a firearm used to perform the pistol whip gunslinger deed by one dice (1d8 one hand, 1d12 two-handed for Medium size) or allows anyone proficient with the firearm to use the weapon in melee to deal 1d4 with a one handed or 1d6 with a two-handed weapon. The damage dealt by a hammer stock or grip is bludgeoning damage. There are no penalties to attack rolls for using a modified firearm in this way. The modification costs 100 gp for one handed firearms and 250 gp for two-handed firearms.



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