



The Triggerman

Momentum-Based Gunslinging



J. A. VINTNER, LITH.

SERGEANT MINS.
COLDSTREAM GUARDS.
CRIMERA, 1855.

"Day & Son Lith." to The Queen.

PUBLISHED FOR THE BENEFIT OF WIDOWS OF COLDSTREAM GUARDS.

London, Published Feb^y 25th 1856 by Henry Graves & Co. Printers & Publishers to H.M. The Queen.
48 R. H. Prince Albert, 6 Pall Mall East.



The Triggerman - Momentum-based Gunslinging Interjection Games

Table of Contents

Triggerman	1
Table: The Triggerman	1
Moxie Talents	6
Favored Class Bonuses	8
Generic Favored Class Bonuses	9
Triggerman Feats	10
Triggerman Technique Summary	12
Dragoon	12
Gun Fu	13
Marksmanship	14
Munitions	15
Triggerman Technique List	16
Dragoon	16
Gun Fu	19
Marksmanship	21
Munitions	25
Table: Emergency Stash	26
Legal	31

Credits

Author

Bradley Crouch

Editors

Brandon Funderburgh

Artists

J. A. Vinter - Cover

Cover art is a lithograph of one Sergeant Mins of the Coldstream Guards, taken in 1855 during the Crimean War and published by Henry Graves and Co Printsellers.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

The Triggerman - Momentum-based Gunslinging Interjection Games

Triggerman

Being at the forefront of anything is dangerous. Conjurers who push the boundaries of summoning are wont to become an eldritch abomination's lunch, alchemists have a horrible tendency not to have eyebrows, and master abjurers generally need to break out of their newest magical cages dozens of times before casting it quits carrying the inherent risk of hilarious- and tactically suicidal- backfires. All of this risk, however, is risk attached to something with centuries- millennia, in some cases- of documented research and experimentation. What, then, happens when something brand new comes to the fore?

Coddling nascent technology so that it may become a fixture on the world stage requires both intelligence and guts, and when technology just so happens to be miles behind magic, the intelligent-and-yet-gutsy people who have assumed responsibility over it tend to have a rebellious streak to boot. One of the more active professions within the growing movement that is firearms call themselves triggermen. Specialists in the use, maintenance, and modification of firearms, triggermen tend to ignore where the bleeding edge of technology is already starting to scab over and congregate at its bloodiest point. Their schools of thought are taught by those who graduated mere months ago, their weapons are as prone to hurt themselves as they are to hurt their enemies, and the fanciest gun they can bring to bear is likely to be obsolete next year.

And that's exactly how they like it.

Table: The Triggerman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cross-Style Technique This Level?
1st	+0	+2	+2	+0	Focused firearms, gunsmith, triggerman techniques	No
2nd	+1	+3	+3	+0	Moxie pool, moxie talents, <i>smoking gun</i>	No
3rd	+2	+3	+3	+1	Bonus feat, he called her lucille—1 mod	Yes
4th	+3	+4	+4	+1	Moxie talent, <i>overloaded firearms</i>	No
5th	+3	+4	+4	+1	Gun training	No
6th	+4	+5	+5	+2	He called her lucille—2 mods, moxie talent	No
7th	+5	+5	+5	+2	Moxie stability—1, <i>warning shot</i>	Yes
8th	+6/+1	+6	+6	+2	Moxie talent	No
9th	+6/+1	+6	+6	+3	Gun training	No
10th	+7/+2	+7	+7	+3	Moxie talent	No
11th	+8/+3	+7	+7	+3	Bonus feat	Yes
12th	+9/+4	+8	+8	+4	He called her lucille—3 mods, moxie talent	No
13th	+9/+4	+8	+8	+4	Gun training	No
14th	+10/+5	+9	+9	+4	Moxie talent	No
15th	+11/+6/+1	+9	+9	+5	Moxie stability—2	Yes
16th	+12/+7/+2	+10	+10	+5	Moxie talent	No
17th	+12/+7/+2	+10	+10	+5	Gun training	No
18th	+13/+8/+3	+11	+11	+6	He called her lucille—4 mods, moxie talent	No
19th	+14/+9/+4	+11	+11	+6	Bonus feat	Yes
20th	+15/+10/+5	+12	+12	+6	Moxie talent, <i>the last laugh</i>	No

The Triggerman - Momentum-based Gunslinging Interjection Games

Role: Firearms present a dangerous, yet uniquely powerful option for those looking for a new way to dakka. Depending on the schools that he embraces, a triggerman may be a silent sniper hiding away at the highest peak of the tallest tower, or a firearm-wielding martial artist who punishes missteps with gun as surely as a monk does with his fists.

Alignment: Any. Neither firearms, nor the people who use them, are inherently good or evil, and they can attract both selfless heroes and selfish villains- or selfless villains and selfish heroes- as a result.

Hit Die: 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 triggerman begins with his starting firearm.

The triggerman's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier

Class Features

All of the following are class features of the triggerman.

Weapon and Armor Proficiency: Triggermen are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor.

Focused Firearms (Su): Any firearm a triggerman wields spontaneously gains a focus pool, which represents the increasing familiarity- that sense of being one with a gun- that a triggerman gains with the weapon in the heat of combat. Upon creation, a focus pool contains 0 focus points, but has a maximum size of 4. A triggerman's techniques (see triggerman techniques, below) interact with this pool. Some techniques add focus points to a firearm's focus pool, while others draw from it. A triggerman may only interact with focus pools that he created himself, and not those of other triggermen.

If a firearm has 0 focus points in its focus pool, then that firearm ceases to have a focus pool when it is no longer wielded; otherwise, a firearm retains its focus pool, and the points in its focus pool, when not wielded. If the number of focus points in a firearm's focus pool remains unaltered for 1 minute, then the number of focus points in its focus pool is set to 0.

Gunsmith (Ex): At 1st level, a triggerman gains one of the following firearms of his choice: blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his 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). Optionally, the triggerman may purchase a second starting firearm from the list above at character creation. This second starting firearm follows the same rules as the first, but costs 75 gp. The triggerman also gains Gunsmithing as a bonus feat.



The Triggerman - Momentum-based Gunslinging Interjection Games

Triggerman Techniques: In a straight fight, a gunman is only as good as his aim, but any true professional knows that a straight fight is the last resort of two fools who have no idea what they're doing. Ergo, a triggerman is only as good as the techniques he can bring to bear.

Techniques are various extraordinary and supernatural abilities that are linked to a particular style of gunfighting. Each technique has three special quantities unique to them: Focus Required, Focus Change, and style.

Focus Required - The focus pool of a firearm wielded by the triggerman must contain points of focus equal to one of the numbers listed on this line in order for the technique to be executed.

Focus Change - To execute a technique, the triggerman chooses a wielded firearm whose focus pool meets that technique's Focus Required entry. That firearm's focus pool gains or loses focus points equal to the amount shown on this line. When focus is spent, it is an up-front cost and deducted before executing the technique. When focus is gained, it is awarded after executing the technique.

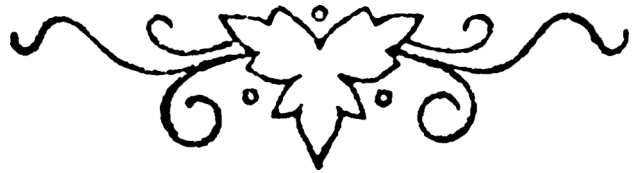
Style - The style is the "subtype" of a technique. A triggerman declares his technique specializations- see below- upon character creation. As a result, he only has full access to two styles of techniques.



Techniques can be used at any time; however, those techniques with a Focus Change of +1 only generate focus while in the heat of combat. If in a situation that precludes fighting back or real stakes, such as punching a bag of kittens, beating on a bound goblin in the middle of an interrogation, or "playfighting" with allies without the intent to train, the triggerman does not generate focus.

At 1st level, a triggerman chooses two styles of techniques from the list below. These are known as his specializations. He begins play with two techniques drawn from each of his specializations, for a total of four techniques. At least one of these techniques must have a Focus Change of +1. At each new triggerman level, he gains an additional technique drawn from any of his specializations. A triggerman must meet the prerequisites of a technique in order to learn it. At 3rd, 7th, 11th, 15th, and 19th level, the technique the triggerman gains may be from any style, and not just from his specializations; however, the triggerman always treats his class level as though it were halved (rounded down) when attempting to meet the prerequisites of a "cross-specialization" technique.

The Difficulty Class (DC) for a saving throw against a triggerman's technique is $10 + 1/2$ the triggerman's class level + the triggerman's Intelligence modifier. A triggerman may perform any number of techniques per round, subject to the following limitations. First, once a triggerman executes a technique with a Focus Change of +1 or 0 using a particular firearm, that firearm may not be used to perform further techniques until the beginning of his next turn. Secondly, a triggerman may not execute more than two techniques with a Focus Change of +1 per round.



The Styles

Dragoon - The dragoon style is all about going big and loud. A fair proportion of a dragoon's skillset is based around actions that can only be done in response to a misfire, while other techniques cradle this concept by manipulating the broken condition outright or by granting the triggerman sacrificial firearms. The dragoon style supplements its core identity with techniques that produce area energy damage effects, two means to gain temporary flight by discharging firearms, and a powerful array of 0 focus techniques that give you power now in exchange for not building to a proper nova turn.

Gun Fu - Gun fu is all about speed, and when applied to firearms, this means quantity has a quality all its own. Specialized in massed firepower, enhanced movement, and the ability to make attacks of opportunity with firearms, a master of gun fu can consider a round of combat to be a failure if he is not making more attacks than anyone else in the room. In the rare cases where his ability to fill a room with lead just isn't enough, the gun fu style allows a triggerman to grant his speed to his fellows, passing off move actions, or entire turns, to get the ally best suited to the job where he needs to be.

Marksmanship - Marksmen are all about knowing where to shoot. Popping arteries and hamstringing targets is child's play for a skilled marksman, and he can call shots on such esoteric concepts as memories or knowledge should he care to do so. Generally operating from long range, a marksman can stay hidden in the bell tower for multiple rounds while laying down withering fire that debilitates an entire enemy squad to the point of panic before his position is revealed.

Munitions - The munitions style focuses not on the gunplay involved, but in the ammunition sent flying through the air. Silver bullets, flaming bullets, bullets that fragment on hit, and other fancy reloadables are the domain of the munitions triggerman. Here, aim is not as important as having the right bullet for the job.

The Triggerman - Momentum-based Gunslinging Interjection Games

Moxie Pool (Su): At 2nd level, a triggerman gains a moxie pool, effectively a representation of that legendary gunslinger swagger that allows a gunfighter who is "in the zone" to perform some truly outrageous stunts. A moxie pool begins play containing 0 moxie points, but has a maximum size of 4. Whenever the triggerman executes a technique with a Focus Change of -2, -3, or -4, he gains moxie points equal to one fewer than the number of focus points expended on that technique. A triggerman's talents (see Moxie Talents, below) interact with this pool. Some talents expend moxie points, while others grant a passive bonus based on how many points are presently in the pool.

Each morning, the triggerman's moxie pool is set to 0 moxie points. This occurs whether or not he has rested, meditated, or otherwise taken care of himself.



(Un canonnier Ture, en 1690.)

Moxie Talents: As a triggerman gains experience, he learns a number of talents that aid him in his gunslinging antics. Starting at 2nd level, a triggerman gains one moxie talent. He gains an additional moxie talent for every two levels of triggerman attained after 2nd level. A triggerman cannot select an individual talent more than once. A full selection of moxie talents can be found in **Section: Moxie Talents**.

Triggerman talents marked with an asterisk (*) are passive talents that scale based on how many points are in the triggerman's moxie pool. At the beginning of the triggerman's turn, he selects a single marked moxie talent that he possesses. This talent grants its listed benefits to the triggerman for 1 round, and the others have no effect that round.

In addition to those talents that he may select, triggermen who meet the requirements of the moxie talents shown below gain them as bonus talents:

Smoking Gun (Ex)

Cost: X Moxie Points

Activation Time: 1 free action

Duration: instantaneous

Requires: Triggerman 2

You may expend 1 moxie point to give 1 focus point to a firearm you are wielding with 0 focus points. You may instead expend 2 moxie points to give 1 focus point to a firearm with 1 or 2 focus points. This talent may only be used once per round.

Overloaded Firearms (Ex)

Requires: Triggerman 4

Whenever you reload an advanced firearm, or the final barrel of an early firearm, you may expend 1 moxie point. If you do, its capacity is increased by an amount equal to the number of moxie points in your moxie pool, to a maximum of twice its base capacity. In the case of an early firearm, all of the bonus capacity is located in the barrel you loaded last. This modification to the firearm's capacity persists until the next time you reload it.

Whenever you use this talent, you may not select moxie talents marked with an asterisk (*) on your next turn.



Tirailleur annamite.

Warning Shot (Ex)

Requires: Triggerman 7

At the end of your turn, you may harmlessly fire a firearm you are wielding. This requires no action and expends a unit of loaded ammunition; however, if that firearm has 0 focus points, it gains 1 focus point.

The Last Laugh (Ex)

Requires: Triggerman 20

The first time you would be reduced to 0 or fewer hit points each day, you may execute a technique that you know with a Focus Change of -4 as an immediate action, resolved immediately before you take the damage. You do not need to meet the Focus Required of the chosen technique, nor do you expend focus points to execute it.

Bonus Feat (Ex): At 3rd, 11th, and 19th level, the triggerman gains a bonus feat. There are no restrictions to which feat he may select, but he must meet its prerequisites.

The Triggerman - Momentum-based Gunslinging Interjection Games

He Called Her Lucille (Su): At 3rd level, choose a firearm that the triggerman possesses. The chosen firearm is now considered to be his signature firearm, and it receives an undue amount of attention and modification until it may as well be its own class of weapon. Your signature firearm gains the following benefits:

- The gun training class feature always applies to your signature firearm no matter what kind of firearm it actually is.
- The first time your signature firearm would gain the broken condition each day, you may choose to ignore this effect.
- Creatures other than you gain no benefit from your signature firearm's modifications (see below), though the above benefits still apply.

A triggerman's signature weapon also includes modifications, and he may choose to change the modifications of his signature firearm at any time. To add or remove a modification, he must spend 8 hours tinkering with his signature firearm. At the conclusion of this process, he either removes a modification of his choice from the firearm or adds a modification of his choice to it. The signature firearm may only possess up to a single modification at any one time, increasing by +1 at 6th, 12th, and 18th levels, to a maximum of four modifications. Upon first gaining this ability, the triggerman adds a single modification to his first signature weapon immediately. This requires no tinkering time.

If a triggerman removes modifications from his signature firearm until it has no modifications left, then it is no longer his signature firearm and he may choose a new firearm to become his signature firearm by adding a modification to it. If the triggerman loses his signature firearm, he may choose to abandon it and begin modifying a new signature weapon. When the triggerman chooses to abandon a lost signature firearm, its modifications somehow break immediately.

Enhanced Magnification (Ex) - The first range increment penalty imposed upon an attack made by your signature firearm is a -1 penalty rather than a -2 penalty. This modification can be taken multiple times. Each time, it applies to the next range increment.

Extra Capacity (Ex) - If your signature firearm is an advanced firearm, then its capacity increases by +1. If it is not an advanced firearm, you attach an additional barrel with a capacity of 1 to the side of the weapon. This modification can be taken multiple times. Its effects stack.

Extra Chamber (Ex) - You attach a fancy mechanism to your signature firearm. Treat this mechanism as a second firearm perched atop your signature firearm. Any of the following that affects your signature firearm also affects the attached mechanism, and none of these effects may target the attached mechanism specifically: your signature firearm's enhancement bonus and weapon special abilities, any spells cast upon the signature firearm, your signature firearm's other modifications, and any techniques made using the signature firearm. If your signature firearm is destroyed, the attached mechanism is also destroyed.

When firing your signature firearm, you may choose to make an attack with the firearm at large or with the attached mechanism. Treat the attached mechanism as an advanced firearm with a capacity of 2, a range increment of 30 feet, a base damage of 1d6 points of piercing damage, and a misfire rate equal to that of your signature firearm. It is a move action to reload the attached mechanism, and given the janky method by which it is reloaded, this cannot be modified by any means.

Microadjuster (Ex) - You attach a microadjustment array to your firearm. Whenever you roll damage for an attack or technique made with your signature firearm, you may reroll up to three of the individual damage dice, taking the new result even if it is worse. You cannot reroll a damage die that has already been rerolled, and you may only reroll a number of damage dice equal to twice your triggerman level per day in this manner.

Powder Doping Device (Ex) - You install a small alchemical reservoir within the stock of your signature firearm, granting the weapon a flame pool containing flame points equal to half your triggerman level, rounded up. Whenever you make a firearm attack with your signature firearm, you may expend 1 flame point. If you do, a hose-and-valve system injects the barrel with a dose of alchemical sludge, causing that attack to deal 1d6 points of fire damage to all other creatures adjacent to your target on a successful hit.

Your signature firearm's flame pool replenishes itself each morning when your moxie pool resets.

Precision Rifling (Ex) - Your signature firearm's range increment increases by +10 feet.

Reinforced Barrel (Ex) - Your signature firearm's misfire rate is reduced by -1, to a minimum of 1.

Scatterbore (Ex) - Your signature firearm gains the scatter weapon quality out to a range of 15 feet. It may still be used to fire non-grapeshot ammunition. The extra rifling modification applies to this modification.

Shaped Barrel (Ex) - Your signature firearm deals an additional point of damage on a successful hit. This modification can be taken multiple times. Its effects stack.

Gun Training (Ex): Starting at 5th level, a triggerman can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when he misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the triggerman picks up another type of firearm, gaining these bonuses for those types as well.

Moxie Stability (Ex): Starting at 7th level, whenever the triggerman's moxie pool would be set to 0 points each morning, if he has 1 or more moxie points in his pool, then it is set to 1 moxie point instead; otherwise, the size of his moxie pool remains unchanged. Starting at 15th level, the size of his moxie pool is instead set to 2 if he has 2 or more moxie points in his pool.

The Triggerman - Momentum-based Gunslinging Interjection Games

Moxie Talents

Armored Swagger* (Ex)

You have an armor bonus to AC equal to the number of moxie points in your moxie pool. If you have 4 or more moxie points in your moxie pool, you gain DR 1/-.

Cryoshot (Su)

Requires: Triggerman 4

Whenever you make a firearm attack, you may expend 1 moxie point as part of doing so. If you do, that firearm attack deals an additional 1d8 points of cold damage on a successful hit. This increases to 2d8 points of cold damage at 11th level.

Deafening Shot (Ex)

Whenever you make a firearm attack, you may expend 1 moxie point. If you do, any creature damaged by that firearm attack is rendered deaf for 1 round.

Deflect Dakka (Ex)

Requires: Triggerman 8

Whenever you would normally be hit with an attack from a ranged weapon while wielding a firearm, you may expend 2 moxie points so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dramatic Athletics (Ex)

When attempting an Acrobatics, Climb, Ride, or Swim skill check, but before rolling, you may expend 1 moxie point to roll two dice and take the better result.

Elemental Blast (Su)

Whenever you make a firearm attack, you may expend 2 moxie points and choose cold, electricity, or fire. All bludgeoning, piercing, and slashing damage dealt by that firearm attack is damage of the chosen energy type instead.

Feeling Lucky (Su)

Whenever you fire the last unit of ammunition from a non-siege firearm, you may expend 1 moxie point. If you do, that firearm is immediately reloaded with one unit of standard ammunition and associated propellant. This ammunition and propellant is spontaneously generated and not taken from your stores.

From a Dead Stop* (Ex)

Requires: Triggerman 8

Your first firearm attack each round deals an additional point of damage on a successful hit for each moxie point you possess.

Ignore the Pins and Needles* (Ex)

Requires: Triggerman 6

Whenever you would take bludgeoning, piercing, or slashing damage, if it would deal points of damage to you that is equal to or less than the number of moxie points that you possess, you negate that damage entirely.

Instinctive Bobbing* (Ex)

Requires: Triggerman 6

Touch attacks made against you have a 5% miss chance for each moxie point you possess.

Instinctive Fortitude (Ex)

You may expend 1 moxie point as an immediate action to grant yourself a +2 luck bonus to Fortitude saving throws until the beginning of your next turn.

Instinctive Reflexes (Ex)

You may expend 1 moxie point as an immediate action to grant yourself a +2 luck bonus to Reflex saving throws until the beginning of your next turn.

Instinctive Willpower (Ex)

You may expend 1 moxie point as an immediate action to grant yourself a +2 luck bonus to Will saving throws until the beginning of your next turn.

Lean Into the Shot (Ex)

You may expend 1 moxie point to grant yourself a +5-foot bonus to the range of your first range increment until the beginning of your next turn. This also modifies those squares threatened by all triggerman techniques that grant you threatened squares with which you may make attacks of opportunity with a firearm. For example, the the punisher technique of the gun fu style allows you to threaten squares with one-handed firearms as though they were melee reach weapons. Using lean into the shot in conjunction with the punisher will grant you the ability to threaten squares as though wielding a melee reach weapon, plus all other squares up to 5 feet further out from that point.

Moxie Dip (Ex)

Requires: Any three moxie talents marked by an asterisk (*)

At the beginning of each of your turns, if you have 3 or more moxie points in your moxie pool, you may choose one additional moxie talent marked with an asterisk (*) that you possess than you normally would. (You normally pick one, or two with the Double Moxie feat.) This additional moxie talent grants its listed benefits to you, but treats your moxie pool as though it only had a single point in it.

The Triggerman - Momentum-based Gunslinging Interjection Games

Muscle Through Peril* (Ex)

Requires: Triggerman 4

You gain resistance against acid, cold, electricity, fire, and sonic equal to the number of moxie points you possess.

Muting Shot (Ex)

Requires: Triggerman 8

Whenever you make a firearm attack, you may expend 3 moxie points. If you do, any creature damaged by that firearm attack is rendered mute for 1 round.

Nudge (Su)

Whenever you make a firearm attack and miss, you may expend 2 moxie points as an immediate action to grant yourself a retroactive +1d3 luck bonus on that attack roll. If this is sufficient to make that attack a hit, then it retroactively does so.

Pile Them On (Ex)

Requires: Triggerman 10

You may expend 2 moxie points when executing a technique with a Focus Change of 0 to add the following text to that technique, "The executing firearm may be used to perform an additional technique with a Focus Change of +1 or 0 this round."

Ready, Go, Set! (Ex)

Requires: Triggerman 4

You may expend 2 moxie points just before rolling for initiative. If you do, you gain a +1d3+1 circumstance bonus to your initiative roll.

Reorienting Bullet (Su)

Requires: Triggerman 6

Whenever you make a firearm attack, you may expend 1 moxie point as part of doing so. If you do, you may stop your bullet's progress through the air, change its direction of travel, and resume its progress through the air exactly once over the course of its trajectory. In this way, you can shoot around cover to deny creatures any bonus for hiding behind things, shoot using a mirror to see around a corner, and other such tricks.

Scorching Shot (Su)

Requires: Triggerman 4

Whenever you make a firearm attack, you may expend 1 moxie point as part of doing so. If you do, that firearm attack deals an additional 1d8 points of fire damage on a successful hit. This increases to 2d8 points of fire damage at 11th level.

Screaming Shot (Su)

Requires: Triggerman 6

Whenever you make a firearm attack, you may expend 1 moxie point as part of doing so. If you do, that firearm attack deals an additional 1d6 points of sonic damage on a successful hit. This increases to 2d6 points of sonic damage at 11th level.

Selective Muscling* (Ex)

Requires: Triggerman 4

At the beginning of each of your turns, choose acid, cold, electricity, fire, or sonic. You gain resistance against the chosen energy type equal to twice the number of moxie points you possess.

Shrapnel Burst (Ex)

Requires: Triggerman 8

Whenever you make a firearm attack, you may expend 2 moxie points. If you do, and if your attack is successful, you deal 1d4 points of piercing damage to all other creatures within 10 feet of the creature hit. Moreover, all damaging weapon special abilities, such as *flaming*, applied to that firearm attack also affect the creatures that take piercing damage in this manner.

Sidestep (Ex)

Whenever a creature would make an attack of opportunity against you, you may expend 1 moxie point as an immediate action to gain a +2 dodge bonus to AC against that attack. If the attack of opportunity is made in response to you making a firearm attack, you gain a +4 dodge bonus to AC against that attack instead.

Siege Uninterruptus (Ex)

Requires: Triggerman 8

You may expend 2 moxie points to reload a cannon or other gunpowder-using siege weapon as a swift action.

Smooth Talking (Ex)

When attempting a Bluff, Diplomacy, Intimidate, or Sense Motive skill check, but before rolling, you may expend 1 moxie point to roll two dice and take the better result.

Swaggerstep* (Ex)

If you have 2 or more moxie points in your moxie pool, then your base land speed increases by +10 feet. This is an enhancement bonus.

Too Young to Die* (Ex)

Requires: Triggerman 6

If you have 3 or more moxie points in your moxie pool, then your accumulated ability score penalties, if any, for advancing in age category are suppressed.

Tough as Nails (Ex)

Requires: Triggerman 10

Whenever you would be reduced to 0 or fewer hit points by an attack, you may expend all of your moxie points. For each moxie point expended, roll 2d6. Reduce the amount of damage dealt to you by the amount rolled. If your roll is greater than the amount of damage dealt, you gain the difference in temporary hit points that last for 2 rounds.

The Triggerman - Momentum-based Gunslinging Interjection Games

Unextinguishable Spirit (Ex)

Requires: Triggerman 8

Whenever you fail a saving throw against a death effect, you may expend 2 moxie points to reroll your saving throw. If your reroll would result in a successful saving throw, then it is retroactively considered as such.

Utter Gumption* (Ex)

Requires: Triggerman 6

You gain temporary hit points equal to the number of moxie points you possess at the beginning of each of your turns. These temporary hit points last for 1 round.

Weave (Ex)

Whenever you make a firearm attack, you may expend 1 moxie point to move 5 feet as a free action. This movement does not provoke attacks of opportunity.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed races who have triggermen as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Upon selecting this bonus 3 times, the triggerman gains the ability to add the following modification to his signature firearm:

Angel's Grip (Su) - Whenever you successfully hit a creature with your signature firearm, you may give a willing creature other than yourself within 30 feet 1 temporary hit point that lasts until the beginning of your next turn. This temporary hit point stacks, to a maximum of the number of times you have taken the angel's grip modification.

For every 6 times this bonus is selected, the triggerman's signature firearm gains the benefits of the angel's grip modification. This does not count toward the number of modifications he may have on his signature firearm.

Drow – For every 6 times this bonus is selected, the triggerman's signature firearm gains the benefits of the shaped barrel modification (see the he called her lucille class feature). This does not count toward the number of modifications he may have on his signature firearm.

Dwarf – For every 3 times this bonus is selected, the triggerman gains 1 temporary hit point that lasts for 1 minute whenever he executes a technique with a focus change of -2, -3, or -4. This bonus stacks.

Elf - For every 6 times this bonus is selected, the triggerman gains 1 temporary moxie point whenever his moxie points are reset each morning. This temporary moxie point lasts for 24 hours.

Gnome – Upon selecting this bonus 6 times, the triggerman gains a customization pool, representing his ability to customize firearms beyond the norm. The number of points in the triggerman's customization pool is equal to 1/6 the number of times this bonus has been selected, rounded down. The customization pool begins play at maximum capacity, and whenever its capacity increases, a new point is granted to the triggerman immediately. At any time, the triggerman may expend 1 customization point to grant a single modification (see the he called her lucille class feature) to a firearm that possesses no modifications. The process to do so is as listed in the he called her lucille class feature. A firearm that gains a modification in this manner is not a signature firearm and does not gain the benefits of being considered as such. Furthermore, at any time, the triggerman may regain an expended customization point by removing a modification from a firearm that has had one added through the use of this bonus. The process to do so is as listed in the he called her lucille class feature.

Goblin - Upon selecting this bonus 3 times, the triggerman treats all of his non-signature firearms as though they possessed the powder doping device modification (see the he called her lucille class feature). All of the triggerman's non-signature firearms share a global pool of flame points, whose size equals half the number of times this bonus has been selected, rounded down.

Half-elf – Add a +1/2 insight bonus to the first firearm attack roll performed by the triggerman in the first round of each combat.

Halfling – Upon selecting this bonus 3 times, the triggerman treats all of his non-signature firearms as though they possessed the microadjuster modification (see the he called her lucille class feature). Unlike a signature firearm with this modification, the triggerman may only reroll a single damage die per attack when making use of this bonus, though he may reroll it up to three times, ignoring the fact that a rerolled die normally cannot be rerolled again. All of the triggerman's non-signature firearms share a global pool of damage rerolls allowed daily, which equals the number of times this bonus has been selected.

Half-orc – For every 3 times this bonus is selected, the triggerman gains 1 temporary hit point that lasts for 1 minute whenever he executes a technique with a focus change of -2, -3, or -4. This bonus stacks.

Hobgoblin – Treat the triggerman's class level as though it were +1 higher for the purpose of determining the duration of all munitions techniques that create special ammo, as well as the eponymous addition dragoon technique and the instant fusillade dragoon technique.

Human – Add +1/6 of a triggerman technique from a specialization style.

Ifrite - Each time this bonus is selected, the triggerman squirrels away two hotshots each day as the emergency stash technique.

The Triggerman - Momentum-based Gunslinging Interjection Games

Kitsune – For every 5 times this bonus is selected, choose a known triggerman technique, then name a style other than its native style. The triggerman treats the chosen triggerman technique as though it were both from its native style, as well as from the chosen style. This applies to meeting the prerequisites of feats and abilities, as well as to interactions between techniques.

Kobold – For every 6 times this bonus is selected, the triggerman gains 1 temporary moxie point whenever his moxie points are reset each morning. This temporary moxie point lasts for 24 hours.

Orc – For every 6 times this bonus is selected, the triggerman's signature firearm gains the benefits of the extra barrel modification (see the he called her lucille class feature). This does not count toward the number of modifications he may have on his signature firearm.

Oread – For each time this bonus is selected, the triggerman squirrels away a single chaosround each day as the emergency stash technique.

Puddling – Upon selecting this bonus 6 times, the triggerman gains a customization pool, representing his ability to customize firearms beyond the norm. The number of points in the triggerman's customization pool is equal to 1/6 the number of times this bonus has been selected, rounded down. The customization pool begins play at maximum capacity, and whenever its capacity increases, the new point is granted to the triggerman immediately. At any time, the triggerman may expend 1 customization point to grant a single modification (see the he called her lucille class feature) to a firearm that possesses no modifications. The process to do so is as listed in the he called her lucille class feature. A firearm that gains a modification in this manner is not a signature firearm and does not gain the benefits of being considered as such. Furthermore, at any time, the triggerman may regain an expended customization point by removing a modification from a firearm that has had one added through the use of this bonus. The process to do so is as listed in the he called her lucille class feature.

Sylph – For each time this bonus is selected, the triggerman squirrels away two rocket rounds as the emergency stash technique.

Tiefling – Upon selecting this bonus 3 times, the triggerman gains the ability to add the following modification to his signature firearm:

Nightmare Grip (Su) – Whenever you successfully hit a creature with your signature firearm, you may deal 1 point of piercing damage to a creature within 30 feet. Damage dealt by nightmare grip ignores DR/–, but not other forms of damage reduction. This modification can be taken multiple times. Its effects stack.

For every 6 times this bonus is selected, the triggerman's signature firearm gains the benefits of the nightmare grip modification. This does not count toward the number of modifications he may have on his signature firearm.

Vishkanya – For every 3 times this bonus is selected, the triggerman squirrels away a single glitterblast each day as the emergency stash technique.

Undine – For each time this bonus is selected, the triggerman squirrels away two pykrete pellets as the emergency stash technique.

Generic Favored Class Bonuses

If your race is not part of the list above, or- with GM approval- if you simply do not like your listed favored class bonus, you may select one of the favored class bonuses listed below to be your favored class bonus. Once you take one of the listed bonuses once, you are locked in and cannot sample from the others.

A Point by Any Other Name – Once per day for each time the triggerman has taken this bonus, he may expend a focus point as though it were a moxie point. He may not expend focus points to pay the moxie point cost of the smoking gun moxie talent.

Double Dipping – At the beginning of each of the triggerman's turns, he may choose one additional moxie talent marked with an asterisk (*) that he possesses than he normally would. (You normally pick one, or two with the Double Moxie feat.) This additional moxie talent grants its listed benefits to the triggerman, but treats his moxie pool as though it only had a single point in it. A triggerman may use this ability a number of times per day equal to the number of times this bonus has been taken.

Down Scope – The range increment of the triggerman's firearms increases by +5 feet for every 5 times this bonus has been selected.

Second-to-Last Laugh – Upon taking this bonus 11 times, the first time the triggerman would be reduced to fewer than half his maximum hit points each day, he may execute a technique that he knows with a Focus Change of -1 as an immediate action, resolved immediately before he takes the damage. He does not need to meet the Focus Required of the chosen technique, nor does he expend focus points to execute it.

Slidestep – Whenever a firearm attack or non-touch attack fails to hit the triggerman, he may move 5 feet directly toward or directly away from the source of that attack as an immediate action. This movement does not provoke attacks of opportunity, and may only be executed after the entirety of the action that includes the attack that missed him has been completed. A triggerman may use this ability a number of times per day equal to the number of times this bonus has been taken.

Tanglestash – For every 3 times this bonus is selected, the triggerman squirrels away a single tangleblast each day as the emergency stash technique.

The Triggerman - Momentum-based Gunslinging Interjection Games

Triggerman Feats

Called Shot Ricochet

Dodge this.

Prerequisite: Any marksmanship technique with called shot in its name, marksmanship as a chosen triggerman specialization, triggerman level 7th

Benefit: Whenever you execute a technique with "called shot" in its name and miss with your attack used to deliver it, you may redirect your attack to a creature that is adjacent to your original target. If you do, and if your original roll would hit this new target at a -4 penalty, you hit your new target. This ability may be used three times per day.

Double Dragoon

What's better than a causality-defying magazine with infinite ammo? Two of them!

Prerequisite: Dragoon clip technique, dragoon as a chosen triggerman specialization, triggerman level 7th

Benefit: Your dragoon clip technique now grants you two dragoon clips rather than only one; however, the sheer bulk of a dragoon clip means that you may not have both of them attached to the same firearm at any one time. Further, you may only have up to one escalated dragoon clip attached to your firearms at any one time.

Double Moxie

When looking for trouble, your swagger is double.

Prerequisite: Know at least 4 moxie talents that are marked with an asterisk (*), moxie pool class feature

Benefit: At the beginning of your turn, select up to two moxie talents you possess that are marked with an asterisk (*). The chosen talents grant their listed benefits to you, and the others have no effect that round.

Normal: At the beginning of your turn, you select a single moxie talent you possess that is marked with an asterisk (*). This talent grants you its listed benefits, and the others have no effect that round.

Greater Style Focus

Your attack names are becoming tells.

Prerequisite: Style Focus

Benefit: Choose one of your triggerman style specializations that has already gained the benefits of the Specialization Focus feat. The Difficulty Class of all saving throws called for by techniques of that style increases by a further +1. This stacks with the bonus granted by Style Focus.

Special: You can gain Greater Style Focus multiple times. Each time, choose another one of your styles that has gained the benefits of the Style Focus feat.

Micro Munitions

You always have a trick up your barrel.

Prerequisite: Any three munitions techniques, triggerman level 5th

Benefit: Whenever you reload a firearm with standard ammunition, choose acid, cold, electricity, or fire. Until the next time you reload that firearm, attacks made with that firearm using standard ammunition deal an additional 2 points of damage of the chosen type.

Moxie Stacking

For the purpose of extended metaphor, when your cup overflows with moxie, you know how to add a bit more on top as a sort of foam.

Prerequisite: Moxie pool class trigger, triggerman level 5th

Benefit: Whenever you would gain 2 or more moxie points while you already have 4 moxie points, you gain a temporary moxie point that lasts for 1 hour. Your moxie talents that are marked with an asterisk (*) treat temporary moxie points sourced from Moxie Stacking as though they were actual moxie points in your moxie pool for the purpose of determining the magnitude of their scaling.

Moxie Training

The triggerman is separated from other lovers of momentum by the use of moxie, a certain swagger that only comes from following the path of the dakka. Some triggermen, yourself included, put particular focus in your moxie.

Prerequisite: Moxie pool class feature

Benefit: You gain a moxie talent for which you meet all the prerequisites.

Special: You can gain Moxie Training multiple times. Each time, you gain an additional moxie talent for which you meet all the prerequisites.

Practice Shot (Combat)

Special munitions are expensive.

Prerequisite: Munitions as a chosen triggerman specialization

Benefit: Whenever you make an attack using a firearm shooting special ammunition produced by a munitions technique and miss, if that firearm also has a loaded barrel containing standard ammunition, you may retroactively consume a unit of ammunition from the loaded standard ammunition and retain your unit of special ammunition with which you missed. This ability may be used three times per day.

The Triggerman - Momentum-based Gunslinging Interjection Games

Right to Bare Arms (Combat)

A true master of gun fu gets out there and uses his fists from time to time.

Prerequisite: Gun fu as a chosen triggerman specialization

Benefit: You are treated as though you had the Improved Unarmed Strike feat when making attacks of opportunity. Furthermore, your gun fu techniques that allow you to make attacks of opportunity with firearms now allow you to make attacks of opportunity with an unarmed strike instead, but only if you have not made more unarmed attacks than firearm attacks this round.



Saving This Bullet

When a bullet has been used to kill a creature, it learns how to do it again.

Prerequisite: Any three marksmanship techniques

Benefit: Twice per day, you may spend 1 minute digging a miraculously whole bullet out of a dead or destroyed creature that you hit with at least one firearm attack in the combat that killed or destroyed it. This bullet has become attuned to that specific type of creature, and is now considered to have the *bane* weapon special ability against it.

This use of the *bane* weapon special ability is far more specific than the norm. For example, if a bullet that was used to kill a bear is retrieved, it gains the *bane* weapon special ability against bears, and not against animals in general.

You may possess up to three bullets harvested using Saving This Bullet at any one time.

Style Focus

You've given your techniques fancy names, a habit that tends to get laughed at until their efficacy is proven.

Prerequisite: Focused firearms class feature

Benefit: Choose one of your triggerman style specializations. The Difficulty Class of all saving throws called for by techniques of that style increases by +1.

Special: You can gain Style Focus multiple times. Each time, choose another one of your specializations.

Trigger Training

While there are fewer schools of gunslinging than there are ways assassins seek out and kill a man, gunslingers are a far more inventive and less utterly professional sort- save for where the two professions intersect- and thus their schools of thought carry more internal variety. In this way, even gunslingers with the same stated preferences can be wildly different from each other.

Prerequisite: Focused firearms class feature, triggerman level 1st

Benefit: You learn a triggerman technique for which you meet all the prerequisites. The chosen technique must be from one of your chosen specializations.

Special: You can gain Trigger Training multiple times. Each time, choose a new technique for which you meet all the prerequisites, and the required triggerman level increases by +4.

Try, Try Again (Combat)

What's one more bullet, really?

Prerequisite: Combat Reflexes, the punisher technique

Benefit: The first time you miss with a firearm attack made as an attack of opportunity each round, you gain the ability to perform an additional attack of opportunity that round.

Whirling Dragon (Combat)

The exhaust follows the bullet, so if you spin quickly enough, weaponized gunpowder can go anywhere!

Prerequisite: Dragoon clip technique, eponymous addition technique

Benefit: The cones of energy created by the eponymous addition technique and the escalated version of the dragoon clip technique may now be pointed in any direction.

Normal: The cones of energy created by the eponymous addition technique and the escalated version of the dragoon clip technique must be pointed in the same direction as a line drawn from you to the intended target of your firearm.

Wild Card (Combat)

You've seen it all, you've done it all, and nobody knows what to expect from you.

Prerequisite: Know at least one technique sourced from each of four triggerman styles

Benefit: While wielding a firearm, you may feint in place of an attack in a full-attack action. If successful, a feint performed in this manner applies to the next firearm attack you make against that creature this round, but only if you are within two range increments of it.

The Triggerman - Momentum-based Gunslinging Interjection Games

Triggerman Technique Summary

Dragoon Style

No prerequisite

CRACK! - Focus +1. Grant a firearm the broken condition. Escalation: Focus -1. Remove the broken condition from a firearm.

Energetic Blast - Focus +1. Bludgeoning, piercing, and slashing damage dealt by the affected firearm is either cold or fire damage, but is still subject to DR/-.

Fragmenting Blast - Focus +1. Misfire instead produces a 15-foot cone of grapeshot.

Impromptu Grenade - Focus -1. A misfire on a broken firearm results in the weapon being destroyed, but you hurl the firearm as it explodes, dealing the firearm's damage as splash damage and damage as an x2 critical hit on a direct hit.

Juryrigged Pistols - Create one or more permanently broken pistols each morning.

Knockback - Misfires, grapeshot, and dragoon techniques executed in place of a misfire allow you to move backward 5 feet as a free action.

The Tactical Nuclear Option - Focus -2. Make a firearm attack that deals firearm damage + 1d6 points of additional damage per level on a successful hit, increasing to +1d8 points of additional damage per level on a critical hit.

Level 2

Powderjump - Focus -1. Attack an adjacent square with your firearm, shooting you up to 15 feet through the air as though you flew with Good maneuverability. Escalation: Focus -2. Your movement is increased to 30 feet and you may make a single firearm attack midflight as a swift action.

Scattershotter - Firearms you wield have the scatter weapon quality, but may also be used as though they did not.

Level 4

Dragoon Clip - Focus 0. Load a special ammo clip onto the barrel of an early firearm or onto an advanced firearm with a capacity of 1, giving it three shots before it must be reloaded. Escalation: Focus -1. Shots fired from the special ammo clip create cones of energy that deal 1d4 + 1/2 level damage of a chosen energy type. Reflex halves.

Eponymous Addition - Focus 0. Your next shot with the affected firearm produces a cone of energy that deals 1d8 + level points of cold, electricity, or fire damage. Reflex halves.

Extra Kick - Misfires or techniques made in response to them grant you a +1 bonus to damage, a +10-foot bonus to range increment, and the range of the scatter weapon quality increased by +10 feet for the next attack made by that firearm before the end of your next turn.

Overpowdered - Focus -1. Misfire instead produces a 30-foot line of shrapnel.

Level 6

Flight of the Dragoon - Focus -1. Gain a fly speed of 60 feet with Good maneuverability, but lose the ability to do so if you do not make a firearm attack each round.

Hail of Lead - Focus -3. Produce a 10-foot-radius cylinder of raining ammunition that deals damage as an attack from the executing firearm to those that enter or begin their turn in the area. Reflex halves.

Inadvertent Explosive - Focus -2. Misfire is fired again at a creature within two range increments, and the shell explodes on impact, dealing firearm damage in a 5-foot radius. Reflex halves.

Instant Fusillade - Focus -X. One of your firearms take position over your shoulder and fires once each round for X+1 rounds.

Jank Master - You have a +2 circumstance bonus to attack rolls made with a broken firearm.

Level 8

Post-Dated Consequences - Reroll any attack roll with a firearm as an immediate action, but the next attack with that firearm is an automatic misfire.

Level 10

The Nuclear Option - Focus -4. If your weapon is broken, you create a 30-foot cone that deals firearm damage + 1d4 points of additional damage per level on a successful hit, increasing to +1d6 points of additional damage per level on a critical hit. This additional damage is half fire and half force. If your weapon is not broken, you create a 60-foot line that deals damage as above.



The Triggerman - Momentum-based Gunslinging Interjection Games

Gun Fu Style

No Prerequisite

Disarming Bullet - Focus +1. Standard firearm attack also performs a disarm combat maneuver if it hits.

Revenge - Focus +1. Make a firearm attack against a creature that hit you with a physical attack as an immediate action.

Snap Reload - Focus -1. You reload up to three early firearm barrels.

Tailwind - Focus +1. Your base land speed increases by +5 feet for each successful firearm attack you made last round.

The Punisher - You threaten squares with a one-handed firearm as though it were a melee reach weapon and may make attacks of opportunity with it.

Tripping Bullet - Focus +1. Standard firearm attack also performs a trip combat maneuver if it hits.

Watchful Eye - Focus +1. You may perform an additional attack of opportunity this round.

Level 4

Bequeathed Wind - Focus -1. Your target may make an additional move action next turn, but you are staggered for 1 round at the beginning of your next turn.

Doubletap - Focus -2. Attack twice with a firearm, but consume only one unit of ammunition.

Reposition - Focus -1. Move 30 feet using any form of movement available to you.

Level 6

Gun Kata - Performing two gun fu techniques with a Focus Change of +1 in a single round grants you a temporary focus point.

Instinctive Roll - You may expend 2 focus points to move up to 10 feet as an immediate action in response to being given the ability to make an attack of opportunity or provoking one yourself.

Whirling Defense - You gain a +1 dodge bonus to AC against a single creature each time you hit it with a firearm attack (max +4).

Level 8

Whirling Momentum - Focus -1. Whenever you successfully hit with a firearm attack, subsequent firearm attacks made before the beginning of your next turn deal +1 damage (max +5).

Level 10

White Raven Redux - Focus -4. Your target's place in initiative order is set to immediately after you. If your target has already taken a turn this round, it gets to take another one.

Special

The Guardian - Requires the punisher technique. Attacks made against other creatures by creatures occupying space in the first range increment of your firearm provokes attacks of opportunity from it.

The Rival - Requires the punisher technique, triggerman 4. You may expend 1 focus point to make an attack of opportunity against a creature that takes an attack of opportunity against you, but this attack must be made with a firearm.

The Warpath - Requires the punisher technique. You gain a temporary focus point at the beginning of your turn if you made an attack of opportunity in the previous round.

The Whirlwind - Requires the punisher technique, triggerman 6. Whenever a creature that occupies space in the first range increment of your firearm makes use of a standard action, you may spend 1 focus point to make that action provoke an attack of opportunity from you.

Tripletap - Requires doubletap technique, triggerman 6. Focus -4. Attack thrice with a firearm, but consume only one unit of ammunition.



Mousquetaire des xvi^e et xvn^e siècles, avec sa fourche et son mousquet.

The Triggerman - Momentum-based Gunslinging Interjection Games

Marksmanship Style

No Prerequisite

Called Shot: Center Mass - Focus 0. Firearm attack has its base damage die increased by +2, and arrests movement if executed as a readied action or attack of opportunity. Fortitude negates.

Called Shot: Downtown - Focus +1. Firearm attack halves the attack penalty for long range shots and may travel an additional range increment before not being a touch attack to hit.

Called Shot: Equipment - Focus +1. Firearm attack takes a -2 penalty and deals damage to an object and its wielder/wearer.

Called Shot: Knee - Focus +1. Firearm attack deals damage as normal and halves the subject's base land speed for 1 round, and creatures that move while penalized take damage equal to your level. Fortitude negates the penalty.

Deadeye - The range increment of your firearms increases by +5 feet per marksmanship technique you know, to a maximum of double.

Recovery - Focus 0. Reroll a misfire's attack roll as in immediate action, taking the new result even if it is worse. If the new result would not be a misfire, then the attack is no longer a misfire.

See, But Do Not Be Seen - Gain a scaling bonus to Stealth skill checks to maintain an obscured location after executing a technique with called shot in its name.

Level 2

Mindgames - Focus +1. You ready an action to make a firearm attack. When you take your readied action, you may instead execute any other technique you know with called shot in its name, treating those with a Focus Change of +1 as though it were +0.



Le regard d'Armus plain longtempes sur la mer.

Level 4

Call It Quickly - You may execute techniques with called shot in their name and a Focus Change of +1 as an attack of opportunity.

Called Shot: Artery - Focus -2. Firearm attack deals bleed damage equal to its base damage die, in addition to its standard effects.

Called Shot: Limb - Focus -1. Firearm attack deals damage as normal and disables a limb for 1d4+1 rounds. Fortitude negates.

Firearm Specialization - You deal +2 damage with firearms.

The Gun Show - Focus -2. You have infinite ammo, a +2 morale bonus to attack rolls with firearms, and the misfire value of firearms you wield is reduced by -2 (minimum 1). Ends immediately if you miss with a firearm attack.

Level 6

Called Shot: Piano Lessons - Focus -2. Firearm attack deals damage as normal and makes the target forget its most recently used learned ability. If used in response to a spell or other such ability, you interrupt the spell or ability. Fortitude negates the interruption.

Level 8

A Shot by Any Other Name - Focus -3. Execute a called shot technique with a Focus Change of +1, 0, -1, or -2, then treat all techniques with a Focus Change as though they had Called Shot in their name until you have executed five that don't natively have that in their name.

Called Shot: Brain - Focus -3. Deal 1d4 points of ability damage to each of Intelligence, Wisdom, and Charisma, then produce additional effects based on the relationship of the numbers rolled.

Level 10

Called Shot: Heart - Focus -4. Firearm attack deals damage as an x2 critical hit and the target dies instantly. Fortitude negates.

Meant to Do That - Your first critical hit each round retroactively applies the effects of a called shot technique with a Focus Change of +1. This does not actually count as executing a technique.

Special

Called Shot: Coin Purse - Requires Improved Steal. Focus -1. Firearm attack does not deal damage, but instead performs a steal combat maneuver that teleports the target object to you if successful.

Called Shot: That Guy, Repeatedly - Requires Combat Reflexes, triggerman 6. Focus -1. Firearm attack deals damage and grants you the ability to make a single attack of opportunity with a firearm against creatures hit by the technique. Escalation: Focus -3. You are not limited to a single attack of opportunity by this technique.

The Triggerman - Momentum-based Gunslinging Interjection Games

Munitions Style

No Prerequisite

Encapsulated Ball Lightning - Focus +1. Special ammunition deals +1d3 electricity damage on hit, and inflicts a -2 penalty to dodge bonus to AC for 1 round if all sources of electricity damage dealt to the target add up to 10 or more.

Pykrete Pellets - Focus +1. Special ammunition deals +1d3 cold damage on hit, and inflicts a -5-foot penalty to all forms of movement for 1 round if all sources of cold damage dealt to the target add up to 10 or more.

Rocket Rounds - Focus +1. Special ammunition increases the range increment of a firearm by +10 feet and deals an additional point of damage to faraway targets.

Shattershot - Focus -1. Empty your firearm and load it with one shattershot, which explodes in impact in a 10-foot radius, dealing 1d4+level piercing damage. Reflex negates.

Weighted Round - Focus -2. Empty your firearm and load it with one weighted round, which deals bludgeoning damage and performs a bull rush combat maneuver on a successful hit.

Level 2

Chaosrounds - Focus -1. Special ammunition deals 1 point of damage to a random ability score on a successful hit. Whenever a creature is reduced to 0 hit points by a chaosround, you reload 1d3 chaosrounds.

Hotshots - Focus +1. Special ammunition deals +1d3 fire damage on hit, and lights the target on fire as the rules for alchemist's fire if all sources of fire damage dealt to the target add up to 10 or more.



Level 4

Ammo Cache - Nearby creatures may reload ammunition from a spectral pouch until 5 + level units of ammunition have been reloaded.

Explosive Wreathing - Focus -1. Firearm attacks deal 1d8 points of fire damage in a 5-foot radius until the beginning of your next turn. Reflex halves.

Glitterblast - Focus -2. Special ammunition behaves similarly to the glitterdust spell.

Tracing Rounds - Focus -2. Special ammunition flies along a specific path and attacks all creatures in its path.

Level 6

Conjured Cartridges - Special ammunition now has all of the benefits of alchemical cartridges without any of the downsides.

Mutashot - Focus 0. You may consume special ammo from each of two firearms to make a single firearm attack with the benefits of both special ammos.

Tangleblast - Focus -2. Two units of special ammunition behave similarly to a tanglefoot bag.

Level 8

Metal Slug - Focus -1. Choose adamantine, cold iron, or silver. One of your firearms treats its ammunition as though it were made of that metal for the purpose of overcoming damage reduction; however, if that metal is not required to overcome the damage reduction of a creature, then the base damage dealt to that creature is halved, rounded down.

Misery - Focus -3. Special ammunition inflicts various conditions, and even death, depending on the target's initiative or initiative modifier.

Level 10

Oathshot - Your firearms have a +5 enhancement bonus and deal an additional 2d6 points of damage on a successful hit against a specific target, but have no enhancement bonus against other creatures. You may reload various low-impact special ammunition at will for the technique's duration.

Special

Combishot - Requires an ammo technique with a Focus Change of +1, one with a Focus Change of -1, and one with a Focus Change of -2. Special ammunition combines the properties of your choice of special ammunition with a Focus Change of +1, one with a Focus Change of -1, and one with a Focus Change of -2.

Emergency Stash - Requires an ammo technique. Squirrel away a heap of special ammunition each day.

Trick Reload - Requires three of the four ammo techniques with a Focus Change of +1. Whenever you execute an ammo technique with a Focus Change of +1, you may reload a second firearm with the output of any of the aforementioned techniques.

The Triggerman - Momentum-based Gunslinging Interjection Games

Triggerman Technique List

Dragoon Style

CRACK! (Ex)

Style: Dragoon
Range: Personal
Target: Wielded firearm
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: 1 swift action
Duration: instantaneous

You deliberately mishandle the target firearm, granting it the broken condition.

Escalation: You may change the Focus Required of this technique to 1, 2, 3 or 4, its Focus Change to -1, and increase its Execution Time to 1 round. If you do, you remove the broken condition from the target firearm instead.

Dragoon Clip (Su)

Style: Dragoon
Range: Personal
Target: Wielded firearm
Focus Required: 0, 1, 2
Focus Change: 0
Execution Time: 1 move action
Duration: instantaneous
Requires: Triggerman 4

You attach a dragoon clip to an unloaded barrel of an early firearm, or to an advanced firearm with a capacity of 1. A dragoon clip is a spring-loaded auto-feed attachment that contains 3 units of ammunition and propellant (supplied by the technique), thus allowing the firearm to shoot three times without the need to reload the barrel to which it is attached. When the last shot is fired from a dragoon clip, it detaches and slips back into your inventory.

You only possess a single dragoon clip, though the blasted thing is somehow always on your person and ready to be loaded at a moment's notice when not in active use. If separated from your equipment at large, your dragoon clip abandons you, but if you should find some portion of your equipment- even a single firearm- then the dragoon clip finds its way to you once more, somehow constantly replenishing its ammunition so that you may keep reattaching it. If stolen, your dragoon clip will bend time, space, and causality to return to you.

Escalation: You may change the Focus Required of this technique to 1, 2, 3 and Focus Change of this technique to -1. If you do, choose cold, electricity, or fire. You dope the propellant in your dragoon clip with alchemical substances, producing a 15-foot cone of energy each time you shoot one of the units of ammunition from the attached dragoon clip. Draw the direction of the cone in the same direction that you shoot the firearm. Creatures caught in the cone take 1d4 + one-half your triggerman level (rounded down) points of damage of the chosen type with a Reflex saving throw for half.

Energetic Blast (Su)

Style: Dragoon
Range: Personal
Target: Wielded firearm
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: 1 swift action
Duration: 2 rounds

Choose cold or fire. All bludgeoning, piercing, and slashing damage dealt by the target firearm is converted to the chosen energy type instead; however, you still treat the damage dealt as physical for the purpose of reduction by DR/-.

Eponymous Addition (Ex)

Style: Dragoon
Range: Personal
Target: Wielded firearm
Focus Required: 0, 1, 2, 3, 4
Focus Change: 0
Execution Time: 1 swift action
Duration: 1 minute/level
Requires: Dragoon 4

Choose cold, electricity, or fire. The next time you fire the target firearm, it belches forth a 15-foot cone of energy, dealing 1d8 + your triggerman level points of damage of the chosen type with a Reflex saving throw for half to creatures caught in the cone. Draw the direction of the cone in the same direction that you shoot the firearm. Whenever you execute this technique, all other ongoing instances of eponymous addition end immediately.

Extra Kick (Ex)

Style: Dragoon
Requires: Triggerman 4

Whenever you misfire or execute a dragoon technique that is made in place of a misfire, your next firearm attack made before the end of your next turn deals +1 damage on a successful hit, has its range increment increased by +10 feet, and has the range of its scatter weapon quality increased by +10 feet, if applicable.

Flight of the Dragon (Su)

Style: Dragoon
Range: Personal
Target: You
Focus Required: 0, 1, 2, 3, 4
Focus Change: +0
Execution Time: 1 swift action
Duration: See text
Requires: Triggerman 6

You gain a fly speed of 60 feet with Good maneuverability. At the end of your turn, if you did not make a firearm attack that round, this technique ends immediately. Similarly, flight of the dragon ends immediately whenever you reload a firearm. Whenever flight of the dragon ends, you cannot execute it again until your next turn.

The Triggerman - Momentum-based Gunslinging Interjection Games

Fragmenting Blast (Ex)

Style: Dragoon
 Range: 15 feet
 Effect: 15-foot cone of heat and shrapnel
 Focus Required: 0, 1, 2, 3
 Focus Change: +1
 Execution Time: As misfired attack
 Duration: instantaneous

This technique may only be executed in response to making an attack roll with a firearm and misfiring, and its Focus Change must be paid from the misfiring firearm's focus pool. Rather than suffer a misfire, the ammunition in the firearm fragments and spews from the barrel of the gun like grapeshot in a 15-foot cone. Make a ranged attack roll against each creature caught in the cone as though it were shot by the bullet, dealing damage as normal for a non-misfired attack, including the special properties of any ammunition fragmented by this technique; you cannot misfire.

Hail of Lead (Su)

Style: Dragoon
 Range: As firearm
 Effect: 10-foot-radius cylinder of falling ammunition
 Focus Required: 3, 4
 Focus Change: -3
 Execution Time: 1 standard action
 Duration: 1 minute, unless ended early; see text
 Requires: Dragoon 6

You discharge a firearm into the sky, and the sky answers with a 60-ft-tall, 10-ft-radius cylinder of heated lead centered where you direct. Creatures that move into or begin their turn in the hailstorm take damage as normal for an attack made by the executing firearm with a Reflex save for half, though any creatures in the center square of the cylinder's radius are not entitled to a saving throw.

At the end of your turn, you expend 1 unit of loaded ammunition from the executing firearm. If you cannot, the technique ends immediately.

Impromptu Grenade (Ex)

Style: Dragoon
 Range: See text
 Effect: Exploding firearm
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: As misfired attack
 Duration: instantaneous

This technique may only be executed in response to making an attack roll with a broken non-magical firearm and misfiring, thus causing the firearm to explode. Rather than let it explode in your hands, you throw it as though it were a thrown splash weapon with a range increment of 10 feet. This firearm-made-grenade deals splash damage equal to damage as normal for a ranged attack made with the firearm, as well as damage equal to an x2 critical hit with the firearm on a direct hit. Apply the special properties of any ammunition loaded in the firearm at the time of its explosion. There is no saving throw.

Inadvertent Explosive (Ex)

Style: Dragoon
 Range: As firearm; two range increments
 Effect: 5-foot burst of heat and shrapnel
 Focus Required: 2, 3, 4
 Focus Change: -2
 Execution Time: As misfired attack
 Duration: instantaneous
 Requires: Triggerman 6

This technique may only be executed in response to making an attack roll with a firearm and misfiring, and its Focus Change must be paid from the misfiring firearm's focus pool. Rather than suffer a misfire, you make a new ranged attack roll at a creature, object, or grid intersection (AC 5) within two range increments, dealing damage as normal on a successful hit; you cannot misfire. If it hits, the bullet shatters, dealing damage as normal to all creatures in a 5-foot radius centered on the target, including the special properties of the ammunition fired. A successful Reflex saving throw halves the damage.

Instant Fusillade (Su)

Style: Dragoon
 Range: Personal
 Effect: Animated firearm
 Focus Required: 1, 2, 3, 4
 Focus Change: -X (minimum 1)
 Execution Time: 1 swift action
 Duration: 1 round + 1 round per focus point spent
 Requires: Triggerman 6

You fling a firearm into the air, and it begins to hover just above your shoulder. Each round, the hovering firearm may make a single attack against a creature within two range increments with an attack modifier equal to your triggerman level + your Intelligence modifier, dealing the firearm's base damage + its enhancement modifier (if any) + the effects of any weapon special abilities or techniques affecting it + your Intelligence modifier points of damage on a successful hit.

You are treated as though you were wielding the firearm both for the purpose of executing techniques in response to a misfire, and for the purpose of allowing the hovering firearm to retain a focus pool.

Jank Master (Ex)

Style: Dragoon
 Requires: Any three dragoon techniques, triggerman 6

You have a +2 circumstance bonus to attack rolls on attacks made with a broken firearm.

Juryrigged Pistols (Ex)

Style: Dragoon

Each morning, you may spend 1 hour fabricating a single pistol with the broken condition. It can never lose the broken condition, nor can it be sold. You may possess up to three pistols made with this technique at any one time. Starting at 7th level, you produce up to two pistols with the broken condition each morning. Further, any pistol you fabricate with this technique gains 1 focus point the first time you grant it a focus pool each day.

The Triggerman - Momentum-based Gunslinging Interjection Games

Knockback (Ex)

Style: Dragoon

Whenever you misfire, fire grapeshot via the scatter weapon quality the first time in round, or execute a dragoon technique that is made in place of a misfire, you may move 5 feet in the opposite direction of your attack as a free action. This movement does not provoke attacks of opportunity.

Overpowdered (Ex)

Style: Dragoon

Range: 30 feet

Effect: 30-foot line of overexcited bullet

Focus Required: 1, 2, 3, 4

Focus Change: -1

Execution Time: As misfired attack

Duration: instantaneous

Requires: Triggerman 4

This technique may only be executed in response to making an attack roll with a firearm and misfiring, and its Focus Change must be paid from the misfiring firearm's focus pool. Rather than suffer a misfire, the ammunition in the firearm screams forth from the barrel, travels in a line for 30 feet, and falls apart harmlessly as powder that had wormed into cracks in the bullet's structure finally tear the shot apart into uselessness. Make an attack roll against each creature caught in the 30-foot line as though it were shot by the bullet, dealing damage as normal for a non-misfired attack, including the special properties of any ammunition fragmented by this technique; you cannot misfire.

Post-Dated Consequences (Ex)

Style: Dragoon

Requires: Triggerman 8

As an immediate action, you may reroll any attack roll you make with a firearm, taking the new result even if it is worse; however, your next attack with that firearm is an automatic misfire.

Powderjump (Ex)

Style: Dragoon

Range: 5 feet

Target: creature or empty square in range

Focus Required: 1, 2, 3, 4

Focus Change: -1

Execution Time: 1 standard action OR an attack in a full-attack action

Duration: instantaneous

Requires: Triggerman 2

You attack an adjacent square with your firearm. If a creature occupies the target square, then attack that creature as normal; otherwise, you discharge your weapon harmlessly. The recoil of the shot launches you into the air; move up to 15 feet in a straight line as though you had a fly speed with Good maneuverability. Your movement does not provoke attacks of opportunity.

Escalation: You may change the Focus Required of this technique to 2, 3, 4 and its Focus Change to -2. If you do, the recoil of your shot allows you to move up to 30 feet in a straight line as though you had a fly

speed with Good maneuverability and you may make a single firearm attack in the middle of your flight as a swift action. You may replace this swift action firearm attack with any triggerman technique that can be executed as an attack in a full-attack action. Making a firearm attack in the middle of a powderjump does not provoke attacks of opportunity.

Scattershotter (Ex)

Style: Dragoon

Requires: Triggerman 2

All firearms you wield have the scatter weapon quality out to a range of 15 feet, but may continue to use standard ammunition as though they did not. Moreover, you may use standard ammunition and all special ammunition produced by the munitions technique tree- except for tracing rounds- as though it were grapeshot.

The Nuclear Option (Ex)

Style: Dragoon

Range: See text

Effect: See text

Focus Required: 4

Focus Change: -4

Execution Time: 1 standard action

Duration: instantaneous

Requires: Triggerman 10

This technique functions differently depending on whether or not the firearm used to execute it has the broken condition

Broken - You produce a 30-foot cone of flame, ammunition, and bits of firearm shrapnel. Make a ranged touch attack roll against each creature caught in the blast, dealing damage as normal on a successful hit, as well as additional damage equal to 1d4 points per triggerman level. This additional damage is half fire and half force. On a critical hit, the additional damage is 1d6 points per triggerman level instead.

Non-Broken - You produce a 60-foot line of flame and ammunition. Make a ranged touch attack roll against each creature caught in the blast, dealing damage as normal on a successful hit, as well as additional damage equal to 1d4 points per triggerman level. This additional damage is half fire and half force. On a critical hit, the additional damage is 1d6 points per triggerman level instead.

The Tactical Nuclear Option (Ex)

Style: Dragoon

Range: As firearm

Target: Creature in range

Focus Required: 2, 3, 4

Focus Change: -2

Execution Time: 1 standard action

Duration: instantaneous

You make an attack with your firearm. If you hit, you deal damage as normal, as well as additional damage equal to 1d6 points per triggerman level. This additional damage is half fire and half force. On a critical hit, the additional damage is 1d8 points per triggerman level instead.

The Triggerman - Momentum-based Gunslinging Interjection Games

Gun Fu Style

Bequeathed Wind (Ex)

Style: Gun Fu
Range: 30 feet
Target: Creature in range
Focus Required: 1, 2, 3, 4
Focus Change: -1
Execution Time: 1 swift action
Duration: 1 round
Requires: Triggerman 4

Your target may perform an additional move action next turn. At the beginning of your next turn, you are staggered for 1 round.

Escalation: You may change the Focus Change of this technique to -2. If you do, you are not staggered at the beginning of your next turn.

Disarming Bullet (Ex)

Style: Gun Fu
Range: As firearm; one range increment
Target: Creature in range
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: 1 standard action OR an attack in a full-attack action
Duration: instantaneous

You make an attack with your firearm. If you hit, you deal damage as normal and perform a disarm combat maneuver with a CMB equal to your triggerman class level + your Intelligence modifier + any disarm-specific bonuses granted by spells, feats, or abilities.

Doubletap (Ex)

Style: Gun Fu
Range: As firearm; two range increments
Target: Creature in range
Focus Required: 2, 3, 4
Focus Change: -2
Execution Time: 1 standard action OR an attack in a full-attack action
Duration: instantaneous
Requires: Triggerman 4

You make two attacks with your firearm, but only consume one unit of ammunition. Apply the special benefits of that unit of ammunition, if any, to both attacks.

Gun Kata (Ex)

Style: Gun Fu
Requires: Triggerman 6

Whenever you perform two gun fu techniques with a Focus Change of +1 in a single round, you gain a temporary focus point. This temporary focus point persists for 3 rounds and may only be expended on gun fu techniques; however, since this temporary focus point is inherent to you and not your guns, you may use expend it in conjunction with any firearm you are wielding.

Instinctive Roll (Ex)

Style: Gun Fu
Requires: Triggerman 6

Whenever you perform any action that would provoke an attack of opportunity, or whenever you would gain the ability to take an attack of opportunity, you may expend 2 focus points to move up to 10 feet as an immediate action. This movement does not provoke attacks of opportunity and is resolved before the attack of opportunity is made.

Reposition (Ex)

Style: Gun Fu
Range: Personal
Target: You
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Execution Time: 1 swift action
Duration: instantaneous
Requires: Triggerman 4

You move up to 30 feet using any form of movement available to you.

Revenge (Ex)

Style: Gun Fu
Range: As firearm
Target: Creature in range; see text
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: 1 immediate action
Duration: instantaneous

You may only execute this technique in response to a creature hitting you with a physical attack. You make an attack with your firearm against the creature that hit you, dealing damage as normal on a successful hit.

Snap Reload (Ex)

Style: Gun Fu
Range: Personal
Target: You
Focus Required: 1, 2, 3, 4
Focus Change: -1
Execution Time: 1 swift action
Duration: instantaneous

You reload up to three early firearm barrels. Treat reloading an entire advanced firearm as a single early firearm barrel.

Tailwind (Ex)

Style: Gun Fu
Range: Personal
Target: You
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: 1 swift action
Duration: 2 rounds

Your base land speed is increased by +5 feet for each successful firearm attack you made last round. This is an enhancement bonus.

The Triggerman - Momentum-based Gunslinging Interjection Games

The Guardian (Ex)

Style: Gun Fu

Requires: The punisher technique

Whenever a creature that occupies space within the first range increment of a loaded firearm you are wielding attacks a creature other than you, it provokes attack of opportunity from you. You must take this attack of opportunity with a firearm, and you may only make one such attack of opportunity per round.

The Punisher (Ex)

Style: Gun Fu

While wielding a loaded one-handed firearm, you threaten squares as though it were a melee reach weapon. Moreover, you may perform attacks of opportunity with said firearm and do not provoke them when doing so.

The Rival (Ex)

Style: Gun Fu

Requires: The punisher technique, triggerman 4

Whenever a creature that occupies space within the first range increment of a loaded firearm you are wielding makes an attack of opportunity against you, you may expend 1 focus point to make an attack of opportunity against that creature. You must take this attack of opportunity with a firearm, and yours resolves first.

The Warpath (Ex)

Style: Gun Fu

Requires: The punisher technique

At the beginning of your turn, if you performed an attack of opportunity in the last round, you gain 1 temporary focus point. This temporary focus point persists for 3 rounds and may only be expended on gun fu techniques.

The Whirlwind (Ex)

Style: Gun Fu

Requires: The punisher technique, triggerman 6

Whenever a creature that occupies space within the first range increment of a loaded firearm you are wielding does anything that requires a standard action to perform, you may expend 1 focus point to force that action to provoke an attack of opportunity from you. You must take this attack of opportunity with a firearm.

Tripletap (Ex)

Style: Gun Fu

Range: As firearm; two range increments

Target: Creature in range

Focus Required: 4

Focus Change: -4

Execution Time: 1 standard action OR an attack in a full-attack action

Duration: instantaneous

Requires: Doubletap technique, triggerman 6

You make three attacks with your firearm, but only consume one unit of ammunition. Apply the special benefits of that unit of ammunition, if any, to all three attacks.

Tripping Bullet (Ex)

Style: Gun Fu

Range: As firearm; one range increment

Target: Creature in range

Focus Required: 0, 1, 2, 3

Focus Change: +1

Execution Time: 1 standard action OR an attack in a full-attack action

Duration: instantaneous

You make an attack with your firearm. If you hit, you deal damage as normal and perform a trip combat maneuver with a CMB equal to your triggerman class level + your Intelligence modifier + any trip-specific bonuses.

Watchful Eye (Ex)

Style: Gun Fu

Range: Personal

Target: You

Focus Required: 0, 1, 2, 3

Focus Change: +1

Execution Time: 1 free action

Duration: 1 round

You may perform an additional attack of opportunity this round.

Whirling Defense (Ex)

Style: Gun Fu

Requires: Triggerman 6

Whenever you successfully hit a creature with a firearm attack, you gain a +1 dodge bonus to AC against attacks made by that creature for 1 round. Whenever you successfully critically hit a creature with a firearm attack, you gain a +1 dodge bonus to AC against attacks made by that creature for 2 rounds. The dodge bonus to AC granted by this technique cannot be greater than +4.

Whirling Momentum (Ex)

Style: Gun Fu

Range: Personal

Target: You

Focus Required: 1, 2, 3, 4

Focus Change: -1

Execution Time: 1 swift action

Duration: 1 round

Requires: Triggerman 8

Whenever you successfully hit a creature with a firearm attack, subsequent firearm attacks deal +1 damage until the beginning of your next turn (max +5).

White Raven Redux (Su)

Style: Gun Fu

Range: 30 feet

Target: Willing creature in range

Focus Required: 4

Focus Change: -4

Execution Time: 1 standard action

Duration: instantaneous

Requires: Triggerman 10

Your target's place in initiative order is set to immediately after you. If your target has already taken a turn this round, it gets to take another one.

The Triggerman - Momentum-based Gunslinging Interjection Games

Marksmanship Style

A Shot by Any Other Name (Ex)

Style: Marksmanship
Range: Personal
Target: You
Focus Required: 3, 4
Focus Change: -3
Execution Time: 1 swift action
Duration: 1 hour, or until discharged; see text
Requires: Triggerman 8

Immediately before executing this technique, you may execute a technique you know with called shot in its name and a Focus Change of +1, 0, -1, or -2 without expending an action or altering your focus pool to do so.

You now treat ALL techniques with a Focus Change- except for this one and mindgames- as though they had "called shot" in their name. This technique ends immediately once you have executed five techniques that do not natively have called shot in their names as though they did.

Call It Quickly (Ex)

Requires: Triggerman 4

You may execute techniques with called shot in their name and a Focus Change of +1 as an attack of opportunity.

Called Shot: Artery (Ex)

Style: Marksmanship
Range: As firearm
Target: Creature in range
Focus Required: 2, 3, 4
Focus Change: -2
Execution Time: 1 standard action OR an attack in a full-attack action
Duration: instantaneous
Requires: Triggerman 4

You make an attack with your firearm. If you hit, you deal damage as normal and sever an artery, dealing bleed damage equal to the base damage die of that firearm + the firearm's enhancement bonus, if any. A successful Heal check (DC equal to that of saving throws called for by your techniques), the application of any spell or supernatural ability that cures hit point damage, or the beginning of your turn halves the amount of bleed damage the target takes on subsequent rounds (rounded down).

At 9th level, called shot: artery's Focus Required changes to 1, 2, 3, 4, while its Focus Change changes to -1.

Called Shot: Brain (Ex)

Style: Marksmanship
Range: As firearm
Target: Creature in range
Focus Required: 3, 4
Focus Change: -3
Execution Time: 1 standard action OR an attack in a full-attack action
Duration: instantaneous
Requires: Triggerman 8

You make an attack with your firearm. If you hit, you deal damage as normal, as well as 1d4 points of damage to each of the following ability scores: Intelligence, Wisdom, and Charisma. Moreover, if any of the following statements are true regarding the ability damage rolled, their corresponding effects trigger.

- If you dealt more Charisma damage than Intelligence damage or Wisdom damage to your target, then it loses the ability to read and speak the language it most recently used, and cannot read or speak that language by magical means. This effect is permanent, but ends immediately if the target's current hit points equal its maximum hit points at any time.
- If you dealt more Intelligence damage than Wisdom damage or Charisma damage to your target, then it must roll twice and take the worse result when making a Knowledge or Spellcraft skill check. This effect is permanent, but ends immediately if the target's current hit points equal its maximum hit points at any time.
- If you dealt more Wisdom damage than Intelligence damage or Charisma damage to your target, then it must roll twice and take the worse result on all Will saving throws made against illusion effects. This effect is permanent, but ends immediately if the target's current hit points equal its maximum hit points at any time.
- If the ability damage you dealt to your target is a sequence (1, 2, 3 or 2, 3, 4), and if your target has the ability to cast spells, roll 1d4. On a failed Fortitude saving throw, your target must nominate any number of spells it knows that meets or exceeds the number rolled. If it is a preparatory caster, it must select spells that it has prepared, while a spontaneous caster may select spells of a level containing slots it has not yet cast for the day. The nominated spells are treated as though they were expended, and you gain the ability to cast each of the nominated spells once as spell-like abilities with a caster level equal to your triggerman level and Intelligence as your key ability. You retain these spells until the next time your target prepares spells for the day.
- If the ability damage you dealt to your target includes doubles (two or more of the three damage rolls are the same number), then your target must succeed on a Will saving throw or be rendered unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently, as the feeblemind spell. This effect is permanent, but ends immediately if the target's current hit points equal its maximum hit points at any time.

The Triggerman - Momentum-based Gunslinging Interjection Games

Called Shot: Center Mass (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 1, 2, 3, 4
 Focus Change: 0
 Execution Time: 1 standard action OR an attack in a full-attack action OR 1 attack of opportunity
 Duration: instantaneous

You make an attack with your firearm. If you hit, you increase the size of your firearm's base damage die by +2 (1d8 becomes 1d8+2, 2d4 becomes 2d4+2, etc.) and then deal damage as normal. If executed as a readied action or attack of opportunity in response to a creature's movement, you arrest the remainder of that creature's movement on a successful hit. A successful Fortitude saving throw negates.

Called Shot: Coin Purse (Su)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Improved Steal

Before executing this technique, choose an object on your intended target's person that would be a valid target for the steal combat maneuver. Make an attack with your firearm. If you hit, you do not deal damage; instead, you perform a steal combat maneuver with a CMB equal to your triggerman class level + your Intelligence modifier + any steal-specific bonuses granted by spells, feats, or abilities. On a successful check, the object you chose on your target's person vanishes and appears either at your feet or in one of your hands, if open.

Called Shot: Downtown (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 0, 1, 2, 3
 Focus Change: +1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous

You make an attack with your firearm, but only take a -1 penalty to your attack roll for each full range increment your attack travels rather than a -2 penalty. Moreover, your bullet may travel an additional range increment before reaching both its maximum range and the maximum range it may travel and still only require a touch attack to hit.

Called Shot: Equipment (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 0, 1, 2, 3
 Focus Change: +1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Improved Sunder

Before executing this technique, choose an object on your intended target's person that would be a valid target for the sunder combat maneuver. Make an attack with your firearm at a -2 penalty. If you hit, you deal damage as normal to the chosen object, as well as its wielder/wearer.

Called Shot: Heart (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 4
 Focus Change: -4
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Triggerman 10

Make an attack with your firearm. If you hit, you deal damage as though you had scored a critical hit with an x2 multiplier- this does not stack with the firearm's innate multiplier if your shot is an actual critical hit- and the target dies instantly with a Fortitude saving throw to negate. If, after taking damage from this technique, a creature has more than 10 hit points per triggerman level you possess remaining, it must fail on two consecutive Fortitude saving throws to die rather than just one; otherwise, it survives.

Called Shot: Knee (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 0, 1, 2, 3
 Focus Change: +1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous

Make an attack with your firearm. If you hit, you deal damage as normal, and your target's base land speed is halved (rounded down, minimum 5 feet) for 1 round. Further, if the subject runs while subject to this speed penalty, it takes damage equal to your triggerman level from the grinding of bone against bullet. A successful Fortitude saving throw negates the speed penalty.

Escalation: You may change the Focus Change of this technique to 0. If you do, your subject also takes damage if it charges while subject to the speed penalty.

The Triggerman - Momentum-based Gunslinging Interjection Games

Called Shot: Limb (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Triggerman 4

Before executing this technique, choose one of your intended target's limbs, such as an arm or leg. Make an attack with your firearm. If you hit, you deal damage as normal and the limb you chose on your target's body becomes disabled for 1d4+1 rounds. A successful Fortitude save negates.

A disabled limb cannot be used to wield equipment. Moreover, if the disabled limb is used for locomotion, and if your target has fewer than four limbs used for this purpose, then it can neither run nor perform more than one action per round that includes movement as part of its function.

Called Shot: Piano Lessons (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 2, 3, 4
 Focus Change: -2
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Triggerman 6

You make an attack with your firearm. If you hit, you deal damage as normal and your target forgets or otherwise loses access to the spell or ability that represents learning-bardic performances, various talents, domain abilities, rage powers, composition scores, ethermancer multiuniversal philosophies, momentum class techniques, etc.- that it most recently used. There is no saving throw. (By contrast, abilities that reflect a physiological adaptation or alteration, such as taking on some of the traits of a dragon, cannot be affected by this technique.) If your target forgets a spell or ability that is used in a preparatory system of some sort, such as a wizard's spellcasting or a maestro's composition, then any slots that the forgotten spell or ability occupied are now effectively uncastable unless the target possesses some way to substitute one slot for another.

If this technique is somehow used in response to a spell or ability that represents learning being used- such as through a readied action or as an attack of opportunity- you interrupt your target's action (because your target is actively forgetting what it is doing) with a Fortitude save to negate. This is in addition to the called shot's normal effects.

The effects of called shot: piano lessons are permanent, but end immediately if the target's current hit points are ever equal to its maximum hit points.

Called Shot: That Guy, Repeatedly (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Combat Reflexes, triggerman 6

You make an attack with your firearm. If you hit, you deal damage as normal and gain the ability to perform attacks of opportunity with the executing firearm until the beginning of your next turn and treat all squares out to a distance of two range increments, save those adjacent to you, to be squares you threaten for the purpose of performing attacks of opportunity with said firearm. The only creatures that may provoke attacks of opportunity from you in this manner are those you hit with this technique, and you may only perform a single attack of opportunity per round against each such creature.

Escalation: You may change the Focus Change of this technique to -3. If you do, there is no limit to the number of attacks of opportunity you may perform against a creature affected by this technique, save for your overall limit per round.

Deadeye (Ex)

Style: Marksmanship

The range increment of firearms you wield increases by +5 feet for each marksmanship technique you know; however, a firearm's range increment cannot more than double in distance in this manner.

Firearm Specialization (Ex)

Style: Marksmanship
 Requires: Triggerman 4

You gain a +2 bonus on all damage rolls you make with firearms.

Meant to Do That (Ex)

Style: Marksmanship
 Requires: Triggerman 10

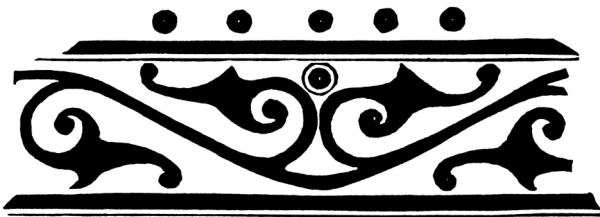
The first time you score a critical hit with a firearm each round, you may choose a called shot technique that you know with a Focus Change of +1. If you do, you apply the effects of the chosen called shot to your attack without actually executing the technique. (The Focus Change of a technique is a cost, not an effect.)

The Triggerman - Momentum-based Gunslinging Interjection Games

Mindgames (Ex)

Style: Marksmanship
 Range: As firearm
 Target: Creature in range
 Focus Required: 0, 1, 2, 3
 Focus Change: +1
 Execution Time: 1 standard action OR an attack in a full-attack action
 Duration: instantaneous
 Requires: Triggerman 2

Rather than make an attack with your firearm, you ready an action to make an attack with your firearm against a creature you can see or are otherwise aware of. Your readied action must be made with the firearm executing this technique and not any other firearm; however, you may execute another technique with called shot in its name as your readied action. When taken as a readied action through the use of this technique, a called shot technique with a Focus Change of +1 has a Focus Change of +0 instead.



Recovery (Ex)

Style: Marksmanship
 Range: Personal
 Target: You
 Focus Required: 0, 1, 2, 3, 4
 Focus Change: 0
 Execution Time: 1 immediate action
 Duration: instantaneous

You may only execute this technique in response to a misfire. You immediately reroll the attack roll that would have resulted in a misfire. You must take the new result, even if it is worse, but if the new result is no longer a misfire, then you do not misfire.

See, But Do Not Be Seen (Ex)

Style: Marksmanship

When using the Stealth skill to maintain your obscured location after making a ranged attack, you gain a +4 circumstance bonus to your Stealth check- increasing by +4 for every three triggerman levels you possess- if the ranged attack you made was a technique with called shot in its name. (Remember, you take a -20 penalty when attempting to stay obscured after making a ranged attack, and may only do so if you are at least 10 feet away from your target.)

The Gun Show (Su)

Style: Marksmanship
 Range: Personal
 Target: You
 Focus Required: 2, 3, 4
 Focus Change: -2
 Execution Time: 1 swift action
 Duration: 10 minutes, or until discharged; see text
 Requires: Triggerman 4

Your firearm attacks made with standard ammunition and propellant do not consume said ammunition and propellant. Further, firearms you wield have their misfire value reduced by 2 (minimum 1), and you gain a +2 morale bonus to attack rolls with firearms. This technique ends immediately if you miss with a firearm attack.



Soldat du bataillon Laguerre.

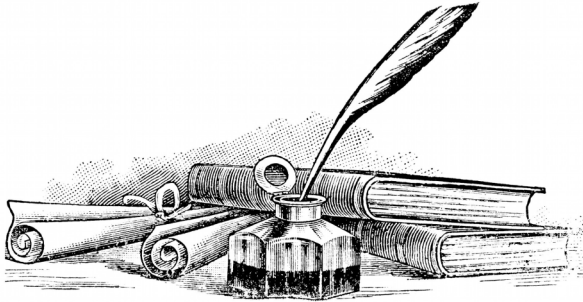
The Triggerman - Momentum-based Gunslinging Interjection Games

Munitions Style

Ammo Cache (Su)

Style: Munitions
 Range: Personal
 Area: 30-foot radius centered on you
 Effect: Supply of ammunition
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: 1 standard action
 Duration: 1 hour, or until discharged
 Requires: Triggerman 4

At your command, firepower begins to take up the entirety of space and time in minuscule pockets around your position. You create a cache of ammunition containing rounds of ammo equal to 5 + your triggerman level. Allied creatures within the technique's area of effect may draw ammunition from thin air, reloading their firearms using ammo from your cache's supply rather than their own stores. Ammunition harvested in this manner evaporates after 1 hour passes and cannot be sold.



Chaosrounds (Su; Ammo)

Style: Munitions
 Range: Personal
 Target: Executing firearm
 Focus Required: 1, 2, 3, 4
 Focus Change: -1
 Execution Time: See text
 Duration: 1 hour; see text
 Requires: Triggerman 2

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with chaosrounds. Treat chaosrounds as standard ammunition loaded with standard propellant, save that they also deal 1 point of damage to a random ability score on a successful hit. Whenever a creature dealt damage by a chaosround is reduced to 0 or fewer hit points while the effects of this technique are still ongoing, you immediately load 1d3 chaosrounds into the firearm that delivered the bullet, up to the firearm's maximum capacity.

When this technique's duration expires, any unfired chaosrounds vanish. This technique ends immediately if the firearm is reloaded for any reason save for its ability to reload itself.

Combishot (Su; Ammo)

Style: Munitions
 Range: Personal
 Target: Executing firearm
 Focus Required: 3, 4
 Focus Change: -3
 Execution Time: See text
 Duration: 1 minute/level; see text
 Requires: Know three munitions techniques with the ammo descriptor, one with a Focus Change of +1, one with a Focus Change of -1, and one with a Focus Change of -2

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Choose three munitions techniques with the ammo descriptor that you know: one with a Focus Change of +1, one with a Focus Change of -1, and one with a Focus Change of -2. Rather than load your firearm with ammunition, you load it with a single combishot. Treat combishot as standard ammunition loaded with standard propellant, save that it also has the properties of all three special ammunition types created by the three techniques you chose.

When this technique's duration expires, any unfired combishots vanish. This technique ends immediately as soon as the combishot is fired.



Conjured Cartridges (Ex)

Style: Munitions
 Requires: Triggerman 6

Special ammunition that you generate using munitions techniques is now considered to be equivalent to alchemical cartridges for the purpose of increasing your reload speed. Your misfire value is not increased.

The Triggerman - Momentum-based Gunslinging Interjection Games

Emergency Stash (Su)

Style: Munitions

Requires: Know at least one munitions technique with the ammo descriptor

You gain a stash pool, which represents your ability to ferret away a few stray rounds of your special ammunition for the lean times. The number of points in your stash pool is equal to the lesser of your triggerman level or twice the number of munitions techniques you know. Each morning whenever your moxie pool is reset, you may spend stash points to select ammunition from the table below. All selected ammo is added to your emergency stash, and any remaining ammunition from your previous stash is lost. There is no reason to hold onto stash points, as you only have one opportunity to spend them daily.

You must know the munitions technique that generates the type of special ammunition that you want to add to your emergency stash in order to select it. Moreover, emergency stash ammunition cannot be used in conjunction with the mutashot technique.

Encapsulated Ball Lightning (Su; Ammo)

Style: Munitions

Range: Personal

Target: Executing firearm

Focus Required: 0, 1, 2, 3

Focus Change: +1

Execution Time: See text

Duration: 1 hour; see text

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with miniscule ball lightning orbs. Treat these orbs as standard ammunition loaded with standard propellant, save that they also deal 1d3 points of electricity damage on a successful hit. If a creature dealt damage by an orb of ball lightning takes 10 or more points of cumulative electricity damage- from all sources, not just you- before the beginning of your next turn, it takes a -2 penalty to its dodge bonus to AC (minimum +0) for 1 round.

When this technique's duration expires, any unfired orbs vanish. This technique ends immediately if the firearm is reloaded for any reason.

Table: Emergency Stash

Special Ammo Technique	Point Cost (Level 1-10)	Point Cost (Level 11-20)
Chaosrounds	2 for 1 point	3 for 1 point
Combishot	Cannot be taken	Cannot be taken
Encapsulated Ball Lightning	3 for 1 point	5 for 1 point
Glitterblast	3 points	2 points
Hotshots	3 for 1 point	5 for 1 point
Misery	Cannot be taken	6 points (max 1)
Pykrete Pellets	3 for 1 point	5 for 1 point
Rocket Rounds	3 for 1 point	5 for 1 point
Shattershot	2 points	2 for 3 points
Tangleblast	3 points	2 points
Tracing Rounds	4 points	3 points
Weighted Round	3 points	2 for 3 points

The Triggerman - Momentum-based Gunslinging Interjection Games

Explosive Wreathing (Ex)

Style: Munitions
Range: Personal
Target: You
Focus Required: 1, 2, 3, 4
Focus Change: -1
Execution Time: 1 swift action
Duration: see text
Requires: Triggerman 4

Until the beginning of your next turn, bullets you shoot from a firearm become wreathed in flame upon exiting the barrel. This flame becomes a plume upon striking a creature, dealing an additional 1d8 points of fire damage in a 5-foot radius centered on the creature shot. A successful Reflex save halves the damage.

Glitterblast (Su; Ammo)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 2, 3, 4
Focus Change: -2
Execution Time: See text
Duration: 1 hour; see text
Requires: Triggerman 4

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with glowing spheres glitter. Treat these spheres as standard ammunition loaded with standard propellant, save that they also create a 5-foot burst of glowing glitter centered on the creature shot. Those caught in the glitter are blinded for 1 round with a Fortitude saving throw to negate, and are also coated in the stuff for 2d4 rounds. Glitterblast's glitter remains visible even when a creature coated in it is otherwise invisible, thus clearly outlining creatures and negating any concealment effects inherent to being invisible.

When this technique's duration expires, any unfired spheres vanish. This technique ends immediately if the firearm is reloaded for any reason.

Hotshots (Su; Ammo)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: See text
Duration: 1 hour; see text
Requires: Triggerman 2

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with glowing spheres of thermal energy: hotshot bullets. Treat these spheres as standard ammunition loaded with standard propellant, save that they also deal 1d3 points of fire damage on a successful hit. If a creature dealt damage by a hotshot bullet takes 10 or more points of cumulative fire damage- from all sources, not just you- before the beginning of your next turn, it lights on fire as the rules for alchemist's fire.

When this technique's duration expires, any unfired hotshot bullets vanish. This technique ends immediately if the firearm is reloaded for any reason.

Metal Slug (Su)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 1, 2, 3, 4
Focus Change: -1
Execution Time: 1 swift action
Duration: 1 round
Requires: Triggerman 8

Upon executing this technique, choose adamantine, cold iron, or silver. For the duration, ammunition fired from the target firearm is considered to be made of the chosen metal for the purpose of overcoming damage reduction. If the chosen metal is not required to overcome the damage reduction of a creature struck by an affected unit of ammunition, then the base damage of that attack is reduced by half, rounded down.

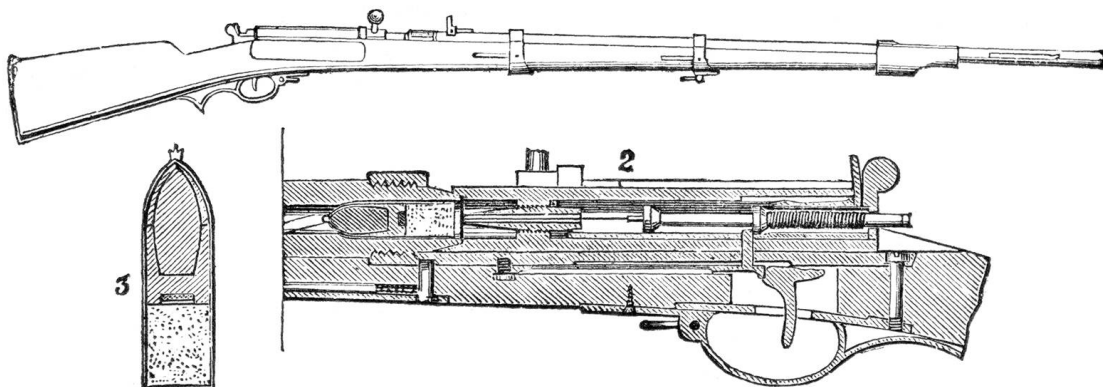


Fig. 1. Fusil à aiguille prussien. — 1. Fusil entier. — 2. Section. — 3. Cartouche.

The Triggerman - Momentum-based Gunslinging Interjection Games

Misery (Su; Ammo)

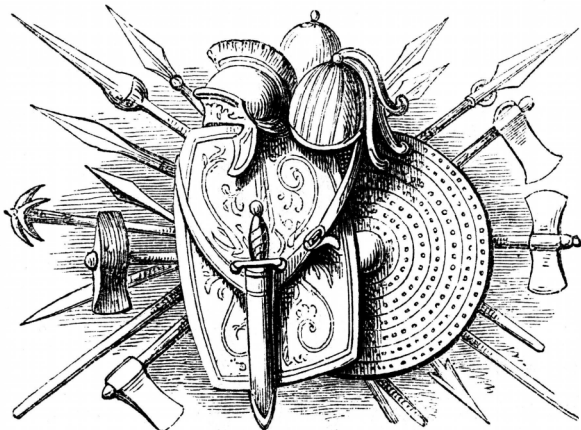
Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 3, 4
Focus Change: -3
Execution Time: See text
Duration: 1 hour; see text
Requires: Triggerman 8

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with a single misery round. Treat a misery round as standard ammunition loaded with standard propellant, save that it also generates the following effects upon those creatures damaged by it:

- The creature is dazzled for 2d4 rounds (no save).
- If the creature's initiative score for the current combat is divisible by 2, then it is blinded for 2d4 rounds. (Fortitude negates.)
- If the creature's initiative score for the current combat is divisible by 3, then it is dazed for 1 round (Fortitude negates).
- If the creature's initiative score for the current combat is divisible by 4, then it is rendered both mute and deaf (no save) and is staggered for 1 round (Fortitude negates). If a creature is both dazed and staggered by a misery round, then it is staggered for 1 round immediately after the daze effect ends.
- If the creature's initiative score for the current combat is divisible by 5, and if it is suffering from at least four of the following conditions after the other effects of the misery round resolves- dazzled, blinded, dazed, deaf, mute, and staggered- then it dies instantly with a Fortitude save to negate. This is a death effect.

If a creature damaged by a misery round is not currently in combat, use its initiative modifier rather than its initiative score to determine which effects affect it.

When this technique's duration expires, any unfired misery rounds vanish. This technique ends immediately if the firearm is reloaded for any reason.



Mutashot (Su)

Style: Munitions
Range: Personal
Target: You
Focus Required: 1, 2, 3, 4
Focus Change: 0
Execution Time: 1 swift action
Duration: 1 round
Requires: Triggerman 6

For the duration of this technique, if you are wielding two firearms that have had special ammunition loaded into them via a munitions technique, then any attack made by either of those firearms gain the benefits of both special ammunitions; however, whenever you attack with one of your firearms with special ammunition, you also deduct one ammo from the capacity of the other firearm.

Special: If you are wielding three or more firearms that have had special ammunition loaded into them via a munitions technique, then you choose one firearm from which to deduct one unit of ammunition whenever you shoot one of your firearms. That attack gains the special ammunition bonuses of the firearm you are actively firing, as well as that of the firearm whose ammunition you deducted.

FAQ: If you combine shattershot with any other special ammunition type that triggers upon dealing damage, then all creatures dealt damage by the shattershot are also affected by the second special ammunition type's effects. This allows you to set up an area-of-effect tanglefoot bag effect with tangleblast, or to potentially trigger any of the elemental special ammos- encapsulated ball lightning, hotshots, and pykrete pellets- when used in conjunction with the elemental blast moxie talent, among other applications.



The Triggerman - Momentum-based Gunslinging Interjection Games

Oathshot (Su)

Style: Munitions
Range: Personal
Target: You
Focus Required: 4
Focus Change: -4
Execution Time: 1 free action
Duration: 1 minute
Requires: Triggerman 10

You declare that you will be the doom of a creature within 120 feet that you can see. For the technique's duration, your firearms are considered to have a +5 enhancement modifier and deal an additional 2d6 points of damage on a successful hit, but only when attacking the creature whose doom you have declared. For all other creatures, you treat your firearms as though they were masterwork. In addition, for the duration of the technique, you may reload any of your firearms with the special ammunition generated by the encapsulated ball lightning, hotshots, pykrete pellets, and rocket rounds techniques as a free action. You do not need to know a technique in order to generate its special ammunition in this matter.

When this technique's duration expires, any ammunition generated using it remains extant and does not vanish; however, ammunition generated using this technique vanishes if a firearm containing some of said ammunition is reloaded for any reason.

If you successfully kill or destroy the creature whose doom you have declared, you no longer treat your firearms as though they were merely masterwork against creatures other than your target, but you may still reload firearms with the aforementioned special ammunition types as a free action.

Pykrete Pellets (Su; Ammo)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: See text
Duration: 1 hour; see text

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with spheres of pykrete, a mixture of 14% wood pulp and 86% ice with roughly the same properties as concrete. Treat these spheres as standard ammunition loaded with standard propellant, save that they also deal 1d3 points of cold damage on a successful hit. If a creature dealt damage by a pykrete sphere takes 10 or more points of cumulative cold damage- from all sources, not just you- before the beginning of your next turn, it takes a -5-foot penalty to all forms of movement (minimum 5 feet) for 1 round.

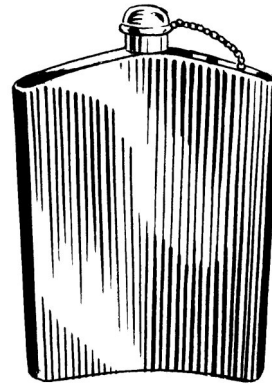
When this technique's duration expires, any unfired pykrete spheres vanish. This technique ends immediately if the firearm is reloaded for any reason.

Rocket Rounds (Su; Ammo)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 0, 1, 2, 3
Focus Change: +1
Execution Time: See text
Duration: 1 hour; see text

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with miniature rockets. Treat these rockets as standard ammunition loaded with standard propellant, save that their lower exit velocity allows you to treat a broken firearm as though it were not broken when firing rocket rounds. Moreover, the range increment of a firearm loaded with rocket rounds increases by +10 feet, and you deal an additional point of piercing damage to creatures that are more than one range increment away.

When this technique's duration expires, any unfired rocket rounds vanish. This technique ends immediately if the firearm is reloaded for any reason.



Shattershot (Su; Ammo)

Style: Munitions
Range: Personal
Target: Executing firearm
Focus Required: 1, 2, 3, 4
Focus Change: -1
Execution Time: 1 free action
Duration: 1 round

You scatter any ammunition remaining in your firearm on the ground and load the chamber with a single shattershot bullet and the propellant necessary to fire it. If a shattershot bullet hits its target, it explodes, dealing 1d4 + your triggerman level points of piercing damage to all creatures within 10 feet of the creature you shot, excepting the creature you shot, which takes damage as normal. A successful Reflex save negates.

When this technique's duration expires, any unfired shattershot bullets vanish. This technique ends immediately if the firearm is reloaded for any reason.

The Triggerman - Momentum-based Gunslinging Interjection Games

Tangleblast (Ex; Ammo)

Style: Munitions
 Range: Personal
 Target: Executing firearm
 Focus Required: 2, 3, or 4
 Focus Change: -2
 Execution Time: See text
 Duration: 1 hour; see text
 Requires: Triggerman 6

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with exactly 2 tangleblast rounds and the propellant necessary to fire them, even if that firearm's capacity would not normally accept two units of ammunition. Treat tangleblast rounds as standard ammunition, save that any creature damaged by one is treated as though it were affected by a tanglefoot bag. Unlike a standard tanglefoot bag, the DC of the Reflex saving throw to avoid being glued to the floor is as the save DC of your triggerman techniques, and the amount of damage that must be dealt to the goo to break it is equal to 15 + twice your triggerman class level.

When this technique's duration expires, any unfired tangleblast rounds vanish. This technique ends immediately if the firearm is reloaded for any reason.

Tracing Rounds (Su)

Style: Munitions
 Range: Personal
 Target: Executing firearm
 Focus Required: 2, 3, or 4
 Focus Change: -2
 Execution Time: See text
 Duration: 1 minute/level; see text
 Requires: Triggerman 4

Whenever you reload a firearm that is eligible for executing this technique, you may execute it as part of your reload. Rather than load your firearm with ammunition, you load it with exactly 1 tracing round and the propellant necessary to fire it. Treat tracing rounds as standard ammunition, save that you nominate a path, complete with as many twists and turns as you wish. The length of the nominated path is equal to the maximum distance the loaded firearm may shoot and still make an attack against touch AC rather than against standard AC. Make an attack roll against all creatures whose space occupied intersects the nominated path, dealing damage as normal on a successful hit. All creatures to which you do not have line of sight or are otherwise aware of have total concealment against this attack, and no creature may be attacked more than once by a tracing round.

When this technique's duration expires, any unfired tracing rounds vanish. This technique ends immediately if the firearm is reloaded for any reason.

Trick Reload (Ex)

Style: Munitions
 Requires: Know three of the following techniques: encapsulated ball lightning, hotshots, pykrete pellets, and rocket rounds

Whenever you execute one of the following techniques- encapsulated ball lightning, hotshots, pykrete pellets, or rocket rounds- you may immediately reload another firearm with the special ammunition of any of the aforementioned techniques that you know. This does not count as executing a technique, but you must supply the action necessary to reload this second firearm, so the target of your bonus reload may execute a technique as normal this round.



Weighted Round (Su; Ammo)

Style: Munitions
 Range: Personal
 Target: Executing firearm
 Focus Required: 2, 3, 4
 Focus Change: -2
 Execution Time: 1 free action
 Duration: 1 round

You scatter any ammunition remaining in your firearm on the ground and load the chamber with a single weighted round and the propellant necessary to fire it. If a weighted round bullet hits its target, it deals bludgeoning damage rather than piercing damage. Additionally, the target becomes subject to a bull rush combat maneuver with a CMB equal to your triggerman class level + your Intelligence modifier + the enhancement bonus of the firearm used to deliver the weighted round.

When this technique's duration expires, any unfired weighted rounds bullets vanish. This technique ends immediately if the firearm is reloaded for any reason.

At 9th level, weighted round's Focus Required changes to 1, 2, 3, 4, while its Focus Change changes to -1.

The Triggerman - Momentum-based Gunslinging Interjection Games

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Triggerman - Momentum-based Gunslinging, Copyright 2018 Interjection Games, LLC; Author: Bradley Crouch.
[End of License]

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, above. Open Game Content may only be used under and in terms of the Open Game License.

Designation of Open Game Content: The statistical information and general descriptions of creatures, abilities, traps, and other related facets of those elements within this document are Open Game Content as described in the Open Game License and may be used as Open Game Content.

Product Identity is not available for Use or reuse without the express written consent of Bradley Arthur Crouch of Interjection Games.

Designation of Product Identity: Product Identity in this product includes the following terms; Interjection Games, the Interjection Games logo.

This document is copyright Bradley Arthur Crouch of Interjection Games, 2018. It is intended for personal use and may not be redistributed or reproduced without express written consent of Bradley Arthur Crouch of Interjection Games.