



# Player Paraphernalia

LEAD IN THE AIR  
NEW GUNSLINGER  
ARCHETYPES

#89

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# PLAYER PARAPHERNALIA #89

## BY THE KNOTTY-WORKS



Welcome to issue eighty-nine of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces two new gunslinger archetypes created by N. Jolly. Both archetypes seem the antithesis of the other, but oddly they seem to balance each other out. So without further ado, we present the Close Quarter's Combatant and the Heavy Gunner.

### Close Quarters Combatant

There are some gunslingers who know that they cannot trust only a gun in combat, certain that when an enemy closes the distance, they will need more than a firearm to protect themselves. Close quarters combatants have learned how to switch between traditional weapons and firearms seamlessly, combining both for a nearly perfect fighting style.

#### Weapon and Armor Proficiencies

A close quarters combatant is not proficient with light armor.

This replaces the normal armor proficiencies of the gunslinger.

#### Pistol Gunsmith (Ex)

At 1<sup>st</sup> level, a close quarters combatant must select a [pistol](#) as their starting weapon.

This ability alters the gunslinger's gunsmith feature.

#### CQC Deeds (Ex)

At each of the listed levels, a close quarters combatant gain the following deeds:

##### Elegant Reload (Ex)

At 1<sup>st</sup> level, as long as the close quarters combatant has at least 1 grit point, they can treat any hand holding a light weapon as empty for the purposes of being able to reload with it. Reloading a firearm with this deed does not provoke [attacks of opportunity](#).

##### CQC Style (Ex)

At 1<sup>st</sup> level, as long as the close quarters combatant has at least 1 grit point, whenever they are wielding a one-handed firearm and a light weapon, they are treated as though they had the [Two-Weapon Fighting](#) feat when attacking with both, even if they do not meet the prerequisites. A close quarters combatant with this deed is treated as having the [Two-Weapon Fighting](#) feat for the purpose of meeting the prerequisites of feats which requires it.

##### CQC Defense (Ex)

At 3<sup>rd</sup> level, whenever a close quarters combatant is using their CQC style deed, they do not provoke [attacks of opportunity](#) for firing with a firearm while being threatened.

### Synched Weapons (Ex)

At 3<sup>rd</sup> level, a close quarters combatant can spend a **swift action** to apply one feat which requires a specific weapon to be chosen (such as **Weapon Focus** or **Improved Critical**) that they possess and apply it to 1 light handed weapon they are currently wielding for 1 minute (as long as that feat could apply to both weapons). A close quarters combatant must be wielding the weapon chosen for the feat being applied to their light weapon. A close quarters combatant must spend 1 grit point to use this deed.

### Improved CQC Style (Ex)

At 7<sup>th</sup> level, as long as the close quarters combatant has at least 1 grit point, whenever they are wielding a one-handed firearm and a light weapon, they are treated as though they had the **Improved Two-Weapon Fighting** feat when attacking with both, even if they do not meet the prerequisites.

### Greater CQC Style (Ex)

At 11<sup>th</sup> level, as long as the close quarters combatant has at least 1 grit point, whenever they are wielding a one-handed firearm and a light weapon, they are treated as though they had the **Greater Two-Weapon Fighting** feat when attacking with both, even if they do not meet the prerequisites.

This ability replaces the deadeye, gunslinger's dodge, gunslinger initiative, pistol-whip, dead shot, and lightning reload deeds.

### AC Bonus (Ex)

At 1<sup>st</sup> level, when unarmored and unencumbered, the close quarters combatant adds their Wisdom bonus (if any) to their **AC** and their **CMD**. In addition, a close quarters combatant gains a +1 bonus to **AC** and **CMD** at 4<sup>th</sup> level. This bonus increases by 1 for every four close quarters combatant levels

thereafter, up to a maximum of +5 at 20<sup>th</sup> level.

These bonuses to **AC** apply even against **touch attacks** or when the close quarters combatant is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

This ability replaces nimble.

### CQC Training (Ex)

At 5<sup>th</sup> level, a CQC expert increases their skill with one-handed firearms and light weapons, selecting 1 one-handed firearm and 1 light weapon. They gain a bonus on damage rolls equal to their Dexterity modifier on attacks made with their chosen weapons. Every four levels thereafter (9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup>), the bonus on damage rolls increases by +1.

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

## Heavy Gunner

The sight of a normal gun is fearsome enough to some people, yet others long for a more powerful weapon, wanting something that can strike fear into the hearts of their enemies. A heavy gunner wields weapons which would normally be impossible to use without support, boasting mastery of such fearsome firearms.

### Heavy Gunsmith (Ex)

At 1<sup>st</sup> level, a heavy gunner receives a **culverin** as their starting weapon.

This ability alters the gunslinger's gunsmith feature.

### Heavy Deeds (Ex)

At each of the listed levels, a heavy gunner gains the following deeds:

### Heavy Training (Ex)

At 1<sup>st</sup> level, as long as the heavy gunner has at least 1 grit point, they can make

an attack with a **culverin** as a **standard action**, only taking a -2 on attacks without support as well as being pushed backwards one square upon finishing the attack.

#### **Tactical Skid (Ex)**

At 1<sup>st</sup> level, whenever the heavy gunner would be pushed backwards with their heavy training deed, they can also choose to be moved to the left or right one square in addition to being pushed backwards.

#### **Expert Skid (Ex)**

At 3<sup>rd</sup> level, whenever the heavy gunner uses their tactical skid deed, they can instead choose to be moved to the left or the right one square instead of being pushed backwards.

#### **Heavy Skill (Ex)**

At 7<sup>th</sup> level, the heavy gunner can use their heavy training deed in a **full attack action** instead of as a **standard action**.

#### **Stable Scatter (Ex)**

At 7<sup>th</sup> level, whenever the heavy gunner uses their heavy training deed, if they make a scatter attack, they can instead choose not to be pushed backwards 1 square.

This ability replaces the deadeye, gunslinger's dodge, pistol-whip, startling shot, and targeting deeds.

## **New Feats**

### **Brutal Pistol-Whip (Combat)**

You have learned the most effective way to crush the skull of your enemy with the butt of your pistol.

**Prerequisite:** Pistol-whip deed

**Benefit:** Whenever you use the pistol-whip deed, increase the critical range of your weapon to 19–20. This increase stacks with the **Improved Critical** feat, but not the keen enhancement.

**Normal:** The critical range of a weapon being used to pistol-whip is 20.

### **Dirty Pistol-Whip (Combat)**

You have learned how to pick off the spoils of war while blood fills your opponent's vision.

**Prerequisite:** Pistol-whip deed

**Benefit:** Whenever you use the pistol-whip deed, you can attempt a **dirty trick** instead of a **trip** attempt as a **free action**.

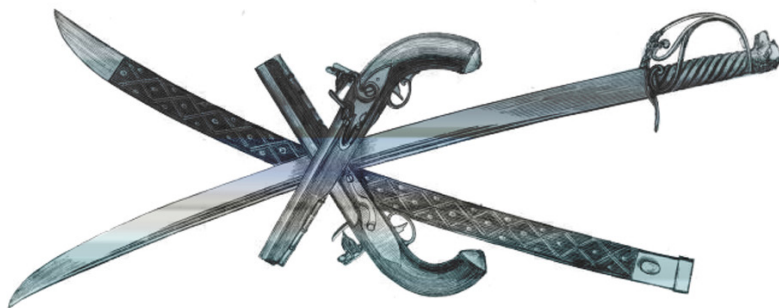
**Normal:** You can attempt to **trip** a creature after hitting them with the pistol-whip deed.

### **Double Hackbut Training (Combat)**

You are versatile when it comes to handling the big guns of war.

**Prerequisite:** **Weapon Focus** (double hackbut), heavy gunner 5<sup>th</sup>

**Benefit:** You can use a **double hackbut** with any deed which would normally only apply to attacks made with a **culverin**.



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