

CONSULTING CONSMOKE

A NEW PATH FOR YOUR GUNSLINGER CHARACTER

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What is Grit and Gunsmoke?

This book is a guide for players seeking new options for their characters above and beyond the basic gunslinger class, and a resource for gamemasters hoping to expand the flavor and tactics of their NPCs. Grit and Gunsmoke adds new traits, feats, and archetypes to make firearms more accessible to every character class, to help everyone build the characters they want to play.

Grit and Gunsmoke is not a campaign guide, and assumes the gamemaster is already comfortable with black powder weapons in their game. Obviously, a campaign should take place within an Emerging Guns or higher setting to make use of any of the firearm-based rules presented below. Because "guns in fantasy" tends to be a divisive issue, it's always best to check with your gamemaster before using any of the material in this book.

Firearm Traits

- **CHILDHOOD HUNTER** (social) Hunting was a way of life in your childhood. Whether for trophies or simple survival, you learned to stalk and kill as soon as you could walk. You gain a +1 trait bonus to Survival checks, and proficiency in either longbows or muskets.
- **DUELIST** (social) You aggressively defend your honor, and have spent a lifetime learning to use elegant and deadly weapons to protect your reputation. Select either rapier or pistol and coat pistol. You gain proficiency with your selected weapons and a +1 trait bonus to confirm critical hits.
- **GIFT FOR MACHINES** (racial, gnome, human, or kobold) Mechanisms always made more sense to you than people. You gain a +1 trait bonus to Craft (firearms) and Disable Device checks, and one of these skills (your choice) is always a class skill for you.
- **GUN-SHY** (social) You never grew accustomed to the chest-rattling blast of firearms, but curiously seem to have the best luck with the dreadful things. You suffer a -2 penalty to all attack rolls with firearms, and automatically become shaken for one round after firing one. If you are already shaken, this trait does not worsen your fear. You also gain a +4 luck bonus to confirm critical hits with firearms.
- **HAIR TRIGGER** (combat) The best way to settle a fight is before anyone else has a chance to start one. You gain a +1 trait bonus to Initiative checks and a +2 trait bonus to damage against opponents who haven't acted yet in combat.
- **INDUSTRIAL CENTER** (regional) Raised in a polluted industrial center, you've learned to get by and glean details through a haze of smoke. You can see five feet farther in smoke, fog, or mist than normal characters. You may take a full-round action to grant yourself a +2 trait bonus to fortitude saves against inhaled poisons for one hour.
- **RESOURCEFUL SCAVENGER** (racial, halfling or kobold) Growing up in a scavenged and secondhand life, you know how to get the most from your tools even in the worst conditions. Select one category of devices: one-handed firearms, tools, traps, two-handed firearms, or vehicles. You may ignore the normal penalties for the broken condition when using that item. Firearms still see their misfire chance increased, and any effect that would apply the broken condition again destroys the item instead.

SALTPETER BIRTHRIGHT (regional) Your family or hometown revolved around the burgeoning alchemical industry, and its citizens learn the art of manufacturing dangerous chemicals. You gain a +1 trait bonus on Craft (alchemy) checks and Craft (alchemy) is always a class skill for you. You may manufacture alchemist's fire, black powder, tindertwigs, and thunderstones by paying one-fifth materials cost (rather than the usual one-third). The crafting discount for the Gunsmithing feat replaces this trait discount.

Firearm Feats

The gunslinger has relatively few Grit feats to choose from. This sections expands that variety and also expands the selection of Combat feats that might suit them.

Bite the Bullet (Grit)

Pain is a state of mind you've learned to ignore.

- **Prerequisites:** Grit class feature or Amateur Gunslinger
- **Benefits:** So long as you have one grit point in reserve, you receive a +2 bonus on all Fortitude and Will saves to resist the effects of pain, fatigue effects, and poison. Once per day, you may spend one grit point to instantly recover 1d8 hit points, +1 hit point for every hit die you possess.

Covering Fire (Combat)

You can use ranged attacks to pester and distract opponents, providing protection for your allies.

- Prerequisites: Point-Blank Shot, Precise Shot
- **Benefits:** As a standard action, you may make a ranged attack against a single opponent. If you hit, the attack does no damage. Instead you grant one ally within line of sight a +4 cover bonus to AC against attacks from that opponent. This bonus lasts until the beginning of your next round.

Disabling Shot (Grit)

- You have a knack for destroying machinery with your trusty firearm.
- **Prerequisites:** Grit class feature or Amateur Gunslinger, Utility Shot deed
- Benefits: So long as you have at least one grit point,

you can attempt to disable complex devices with a well-placed attack against its weakest point. The weak point of a device is considered a fine object (AC 11).

The device's weak point gains a bonus to its AC based on its complexity. A simple device has a +10 bonus to its AC, a tricky device has a +15 bonus to its AC, a difficult device has a +20 bonus to its AC, and an extreme device has a +25 bonus to its AC. A successful attack applies the broken condition to the device. A second successful attack disables it entirely.

If the attack misses by 5 or more, the device turns out to lack a weak spot, or the weak spot is nonvital, and no further attempts can be made.

Using Disabling Shot cannot sabotage a device to malfunction at a later point.

Improved Covering Shot

- Your rain of attacks protects a swath of teammates at a time.
- **Prerequisites:** Alertness, Covering Fire, Point-Blank Shot, Precise Shot, base attack bonus +8
- Benefit: As a standard action, you may make a ranged attack against a single opponent. If you hit, the attack does no damage. Instead you grant one ally per class level a +4 cover bonus to AC against attacks from that opponent. This bonus lasts until the beginning of your next round.

Serpent's Bite (Combat)

- You can prepare yourself for an enemy's approach, and react with blinding speed when they draw close.
- **Prerequisites:** Alertness, Point-Blank Shot, Improved Precise Shot, Precise Shot

As a full-round action, you can ready a ranged weapon and focus on your surroundings. Until the beginning of your next turn, you threaten all squares within your weapon's first range increment, up to 30 feet.

Staredown (Grit)

- Your steely gaze and quick reflexes unnerve opponents, causing them to hesitate and stammer.
- **Prerequisites:** Dazzling Display, Improved Initiative, Weapon Focus (firearm)

Benefit: On the first round of combat, you may make an Intimidate check as a free action against all opponents within 30 feet who have not yet acted, so long as you have at least one grit point.

Steel Fury

- Getting shot slows most people down, but it just makes you angry.
- **Prerequisites:** Rage class feature or Grit class feature or Amateur Gunslinger
- Benefits: Once per round, when you suffer firearm damage in combat, you gain one grit point or one additional round of rage. You must decide if your steel fury generates rage or grit when the feat is selected.



Thundering God Stance (Combat)

- You combine the placid grace of martial arts with the brutish fury of black powder weapons.
- **Prerequisites:** Flurry of Blows class feature, Weapon Proficiency (firearms), base attack bonus +6 or monk level 3
- **Benefits:** You may treat one-handed firearms as monk melee weapons, inflicting 1d6 bludgeoning damage and a critical range of 20/x2. So long as you have a readied one-handed firearm available, you may combine firearm and melee attacks when you use flurry of blows. So long as you are in this stance and have ki points remaining, you gain a +2 dodge bonus against attacks of opportunity drawn by attacking with a firearm.

Thundering God Temperament (Combat)

- The hail of gunfire brings you a strange sort of focus. You become aware of your own vulnerabilities and those of others.
- **Prerequisites:** Flurry of Blows class feature, Weapon Proficiency (firearms), Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +10 or monk level 6
- **Benefits:** When using Thunder God Stance, your AC bonus against attacks of opportunity improves to +4 and you may apply your Wisdom modifier as bonus damage to all melee attacks made with one-handed firearms. Additionally, you may spend one ki point to reload a one-handed firearm as a free action.

Thundering God Beratement (combat)

- **Prerequisites:** Flurry of Blows class feature, Weapon Proficiency (firearms), Iron Will, Point Blank Shot, Rapid Reload, Weapon Focus (firearm), base attack bonus +14 or monk level 10
- **Benefits:** When using Thundering God Stance, you no longer draw attacks of opportunity for using a firearm and may apply your Wisdom modifier as bonus damage to all firearm attacks.

If you have a readied one-handed firearm, you may spend one ki point to make a single firearm attack against every opponent within 30 feet as a standard action. Make a single attack check and compare it to the AC of every target within range. Any precision-based damage (such as sneak attack) only applies to a single target.

Trick Shot (Grit)

Your martial prowess speaks for itself, awing crowds and frightening opponents.

- **Prerequisites:** Grit class feature or Amateur Gunslinger
- **Benefits:** You may spend a grit point to impress an onlooker with uncanny precision and timing. Make a firearm attack in place of the usual Diplomacy check to improve someone's attitude towards you.

Alternatively, you may spend a grit point to make a firearm attack in place of the usual Intimidate check to demoralize an opponent or force an individual to act friendly towards you.

Neither of these firearm attacks inflict any damage.

Firearm Archetypes

The role of the gun is only about four or five centuries old in our legends, but that's certainly long enough to generate its own myths and character types. The musketeer and the pistol duelist are familiar enough—as are the traditional gunfighter and noble shootist outlined here. A little more fantastical are the black hat juju gunslinger, the barbarian reaver, the witchy futurist, the hellfire preacher, and the coilgunner, which all take firearms in new and wonderful directions with existing classes.

Black hat (Gunslinger Archetype)

Skill and attitude are enough for most gunslingers, but the black hat doesn't rely on the odds life hands her. She makes her own. A wielder of aggressive superstition and the same uncanny focus shared by all gunslingers, the black hat hurls her trademark bad luck as readily as ammunition.

Under her unnerving gaze, opponents hesitate, mechanisms jam, and spells fizzle without reason. These strange misfortunes haunt the black hat day and night, and settled folk find her presence inexplicably unsettling. Consequently, the black hat never truly feels at home and never seems to find a community in which to settle.

Class Skills: The black hat loses access to Handle Animal, Heal, and Knowledge (local), but gains Disable Device and Knowledge (arcana) as class skills.

- **Jinx (Su):** The black hat's true gifts lie in unnerving her opponents and twisting reality to match her expectations. Jinxes function similarly to gunslinger's deeds, but they reflect the black hat channeling her focus and invoking hedge curses to affect others rather than herself. Unless otherwise noted, using a jinx is a standard action that does not provoke an attack of opportunity. The save to resist a jinx is equal to 10 + 1/2 the gunslinger's level + the gunslinger's Charisma modifier.
- **Evil Eye (Su)**: At 1st level, the black hat can spend a grit point to cause doubt to creep into the mind of a foe that she can see within 30 feet. The target takes a -2 penalty on one of the following (gunslinger's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This jinx lasts for a number of rounds equal to 3 + the black hat's Charisma modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 11th level the penalty increases to -4. At 15th level, she can activate this ability to affect all opponents within 30 feet. Evil Eye replaces the Deadeye, Bleeding Wound, and Menacing Shot deeds.
- Near Miss (Ex): Starting at 2nd level, a black hat gains a +1 luck bonus to AC while wearing light or no armor. Anything that causes the black hat to lose her Dexterity bonus to AC also causes the gunslinger to lose this luck bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level). Near Miss replaces Nimble.
- **Backfire (Su):** At 3rd level, the black hat can spend a grit point to cause all mechanical devices within 30 feet to malfunction. Firearms increase their misfire chance by an amount equal to the black hat's Charisma modifier. Any other mechanical devices gain a misfire chance equal to the black hat's Charisma modifier. Mechanical weapons (such as crossbows) use the standard misfire rules when fired; other devices roll for misfire each round they are used. This jinx lasts for a number of rounds equal to 3 + the black hat's Charisma modifier, and its area of effect moves along with the gunslinger. Backfire replaces the Utility Shot deed.
- **Fumble (Su):** At 7th level, the black hat can spend a grit point and force a single opponent within 30 feet to fumble, dropping one held item or falling prone (selected by the gunslinger). A successful Will save instead staggers the opponent for one round. This is a mind-affecting effect. Fumble replaces the Dead Shot deed.

Black Mark (Su): at 19th level, when a black hat hits an opponent with a firearm attack, she can immediately spend one grit point to cause the wound to scar over in a blasphemous shape. The black mark otherwise functions identically to the a major curse spell. Black Mark replaces the Death's Shot deed.

Black Powder Reaver (Barbarian archetype)

Explosions are remarkable fun, but precision is a luxury for the soft city-dweller. The black powder reaver embraces the havoc of firearms even if she doesn't fully appreciate the science behind them. In her hands, a gun becomes a primal tool of smoke, fire, and blood, leaving thoughts of delicate machining or careful measurements far behind. She wades into melee combat with weapons drawn, and opponents are hard-pressed to separate the roar of black powder from the reaver's own battle cries.

- Weapon and Armor Proficiency: The black powder reaver gains proficiency with one firearm of her choice, but does not gain proficiency with shields.
- **Black Powder Rage (Ex):** The black powder reaver enters a rage very similar to a standard barbarian's, but gains an uncanny focus on the destructive power of firearms. While raging, she gains a +2 morale bonus to Strength and Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Armor Class. In addition, while raging the black powder reaver gains Amateur Gunslinger and Quick Draw as bonus feats. Any grit earned by confirming a critical hit or scoring a killing blow with a firearm must be spent before the rage ends or is lost.

A black powder reaver cannot focus well enough to reload a firearm while raging, but the moment of clarity rage power allows her to reload normally.

At 11th level, when a black powder reaver enters a rage, the morale bonus on Strength and Constitution improve to +4, and the bonus of Will saves increases to +3. She also gains one bonus grit point each day and can ignore any attack penalties for attacking with a broken firearm.

At 20th level, when a black powder reaver enters a rage, the morale bonus on Strength and Constitution improve to +6, and the bonus to Will saves increases to +4. While raging and wielding a loaded firearm, she threatens a 10-foot radius around her.

This ability replaces the rage, greater rage, and mighty rage abilities.

- **Muzzle Flash (Ex):** The black powder reaver can forgo ammunition, relying on the fire and force of exploding black powder to damage foes. She may load any firearm with only a charge of black powder and wadding. Doing so reduces the firearm's range increment to 5 feet and maximum range to 10 feet, but reduces its misfire chance by 1 (minimum 0). This ability replaces the rage power gained a 2nd level.
- **Pistol Whip (Ex):** At 3rd level, the black powder reaver gains the pistol whip deed while raging. This ability replaces trap sense +1.
- **Smoke and Fury (Ex):** In a miasma of smoke, noise, and blood, the black powder reaver causes opponents to flinch rather than swing at obvious openings. Beginning at 6th level, she no longer provokes attacks of opportunity with firearms when using her muzzle flash ability. This replaces trap sense +2.
- **Smokescreen (Ex):** Beginning at 9th level, when a black powder reaver attacks with a muzzle flash, she may spend one grit to create a 5-foot radius cloud of smoke adjacent to her position. This otherwise acts like an obscuring mist spell, with a caster level equal to the barbarian's level. This ability replaces trap sense +3.
- **Dead Shot (Ex):** At 12th level, the black powder reaver gains the dead shot deed while raging. This replaces trap sense +4.
- **Bleeding Wound (Ex):** At 15th level, the black powder reaver gains the bleeding wound deed while raging. This replaces trap sense +5.
- **Menacing Shot (Ex):** At 18th level, the black powder reaver gains the menacing shot deed while raging. This replaces trap sense +6.

Coilgunner (Gunslinger archetype)

Not all gunslingers live in flash and smoke. Casting aside messy, fiery powders and the sting of hot lead, the coilgunner delves into bizarre alchemy and half-recovered ancient secrets to restore and wield weapons of lightning. Her passions revolve around science and history, and the coilgunner rarely dabbles in the honor duels and mercenary work most gunslingers are infamous for. Her adventures instead revolve around uncovering more ancient treasures to further her understanding and expand her arsenal.

- **Class Skills:** The coilgunner loses access to Handle Animal, Intimidate, and Survival, but gains Knowledge (dungeoneering), Knowledge (history), Linguistics, and Use Magic Device as class skills.
- Weapon and Armor Proficiency: The coilgunner's study revolves around coilguns (see sidebar). They are proficient with all firearms, but suffer a -2 attack penalty when wielding traditional firearms instead of coilguns.
- **Gunsmith:** The coilgunner begins with a coilgun (see sidebar) rather than a traditional firearm, and gains gunsmithing as a bonus feat, but can only use this

Coilguns

Named for the braids of strange metal surrounding their barrels, coilguns are similar to traditional firearms but use alchemy to generate powerful magnetic fields that hurl iron projectiles like black powder would hurl a lead bullet. Knowledgeable users can even push these weapons to discharge bolts of pure electricity.

Mechanically, coilguns function identically to firearms. They require alchemical fluid rather than black powder and they fire steel or iron bullets, but the prices for ammunition remain the same. The only major difference is that coilguns have fewer moving parts, reducing their misfire chance by 1 (minimum 1), and new parts for them cannot be manufactured, only salvaged from ancient treasure hoards. Because of this, coilguns cost 50% more than the equivalent firearm, and are generally not available for purchase even if ordinary firearms are available in a campaign. Because of their unique nature, applying the shock or shocking burst weapon qualities to a coilgun costs 10% less.

Since they cannot purchase or even build their own weapons as easily as most character classes, player and GM should work together to ensure the coilgunner's armament stays competitive through scientific breakthroughs and lost caches of technology. feat to build, repair, and modify coilguns and coil ammunition rather than traditional firearms and black powder. They may select the Gunsmithing feat again to gain all of its normal benefits.

- **Grit (Ex):** A coilgunner gains and uses grit just as an ordinary gunslinger does, but their passion comes from the thrill of discovery rather than violence. They do not gain grit from scoring a killing blow, but do gain grit whenever they confirm a critical hit with a firearm or when their weapon misfires.
- **Technician (Ex):** Beginning at 2nd level, the coilgunner's understanding of lost technology grants her an insight bonus to Craft (firearms) and Knowledge (engineering) checks equal to half her gunslinger level. Once per day she may use the quick clear deed without spending a grit point. She may use the quick clear deed without spending grit one additional time per day for every four levels beyond 2nd level (to a maximum of 5 times a day at 20th level). This ability replaces Nimble.
- **Gadgeteer (Ex):** At 4th level, the coilgunner gains Master Craftsman as a bonus feat, even if she does not meet the prerequisites. It must be applied to Craft (firearms). This ability replaces the 4th level bonus feat.

DEEDS

Overcharge (Ex): Beginning at 1st level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire an overcharge shot as a standard action. An overcharge shot inflicts double damage and inflicts electrical damage rather than piercing, but cannot be fired beyond the weapon's first range increment. Bonus damage from weapon abilities or precision is not doubled. Firing an overcharge shot increases the weapon's misfire chance by 1.

Overcharge replaces the gunslinger's dodge deed.

Arc Overcharge (Su): Beginning at 7th level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire an arc overcharge shot as a full-round action. The coilgunner makes a single attack roll against all targets within a 20-foot (for one-handed firearms) or 40-foot (for two-handed firearms) line. Targets struck take 1d4 (for one-handed firearms) or 1d6 (for two-handed firearms) electrical damage per gunslinger level, maximum 10 dice. Firing an arc overcharge shot increases the weapon's misfire chance by 2.

Arc Overcharge replaces the dead shot deed.

Storm Overcharge (Su): Beginning at 15th level, the coilgunner may spend a grit point to apply a second dose of alchemical fluid to her loaded coilgun and fire a storm overcharge shot as a fullround action. A storm overcharge shot functions as a chain lightning spell, but simultaneously causes the firearm to misfire. The save DC equals 16+the coilgunner's Dexterity modifier, with a caster level equal to one-half the coilgunner's gunslinger level. Storm overcharge replaces the slinger's luck deed.

Futurist (Witch archetype)

Embracing the wild, unknown fringes beyond civilization isn't the only calling for a witch. Some also hear tantalizing whispers from the undiscovered sciences just beyond modern understanding. The futurist embraces mechanisms and alchemical advancement, gaining mystical abilities and no small amount of madness from her insight into mathematics and the structure of reality.

The futurist grasps the fabric of reality, understanding how small events lead to phenomenal changes. She also embraces technology, reveling in firearms and alchemical trickery.

- **Class Skills:** The futurist loses access to Knowledge (nature), but adds Disable Device and Knowledge (engineering) to her class skills.
- Weapon and Armor Proficiency: The futurist gains proficiency with firearms.
- **Diminished Spellcasting:** A futurist casts spells just as a witch, but she is less focused. Her number of spells per day for each spell level is reduced by one. If this reduces the number of spell per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Intelligence score for that level.
- **Gunwitch:** The futurist gains Amateur Gunslinger as a bonus feat at 1st level.
- **Hexing Shot (Su):** While preparing her spell for the day, a futurist may also prepare one or more bullets by inscribing them with mathematical formulae or dowsing them in alchemical solutions. Preparing a hex bullet uses 10 gp in materials. A futurist can have one hex bullet prepared per witch level at any given time.

By taking a standard action and spending a grit point, a futurist can imbue a hex bullet with any

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hex or major hex known to her that affects other creatures. If the hex bullet is already loaded into a firearm, she can fire it as part of the imbuing action. Any creature struck by a hex bullet is also affected by the hex it contains.

- Witch's Study (Ex): The hexslinger doesn't gain a familiar or patron as most witches do. Instead, she prepares spells, determines special abilities, and gains bonus spells by communing with her own writings on whatever discipline she obsesses over: alchemy, mechanics, or natural philosophy. This ability replaces witch's familiar and patron.
- Alchemy: Alchemical futurists gain a +3 insight bonus to Craft (alchemy) checks, and can prepare one bomb each day when she prepares her spells. This bomb inflicts 1d6 hp fire damage and functions identically to an alchemist's bomb ability, and increases in damage every three levels beyond first (to a maximum of 6d6 at 19th level). An alchemical futurist's levels stack with any alchemist levels to determine bomb effects.
- Alchemy Bonus Spells: 2nd— polypurpose panacea^(UM), 4th—bear's endurance, 6th heroism, 8th—stoneskin, 10th—cure critical wounds, 12th—acid fog, 14th—greater polymorph, 16th—iron body, 18th—transmute blood to acid^(UM)
- Mechanics: Mechanical futurists gain a +3 insight bonus to Craft (clockwork) and Craft (mechanics) checks and may build a clockwork spy (*Pathfinder Bestiary 3*) to serve as her familiar. The clockwork spy requires 750 gp worth of parts to construct, but otherwise acts as a normal witch's familiar once completed.

Mechanics Bonus Spells:

2nd—jury-rig^(APG), 4th—reloading hands^(UC), 6th—resist energy, communal^(UC), 8th—minor creation, 10th fabricate, 12th—major creation, 14th arcane cannon^(UC), 16th—call construct^(UM), 18th—time stop

Natural Philosophy: Philosophical futurists gain Knowledge (Nature), Knowledge (Dungeoneering), and Knowledge (Religion) as bonus class skills, and they gain a +3 insight bonus on any two Knowledge skills of their choice. Natural Philosophy Bonus Spells: 2nd—*identify*, 4th—*false life*, 6th—*blood biography*^(APG), 8th *healing thief*^(UC), 10th—*contact other plane*, 12th *mage's lucubration*, 14th—*transformation*, 16th *clone*, 18th—*greater create demiplane*^(UM)

Gunfighter (Fighter Archetype)

Bravado and showy gunplay serve some adventurers well, but practicality appeals to others. Gunfighters are a rare breed who embrace the noise and danger of firearms as a science more than an art, and work to improve the reliability of their weapons and tactics.

She shuns the gunslinger's



philosophy of impressive deeds, preferring a sensible approach and a loaded gun for every conceivable occasion. What the gunfighter may lack in style, she makes up for in focus, preparedness, and pure steely nerves.

Weapon and Armor Proficiency: The gunfighter does not gain proficiency in heavy armor, but she gains proficiency in all firearms.

- **Bonus Feats:** A gunfighter gains bonus feats as a fighter. These bonus feats must be selected from those listed as combat feats and grit feats.
- **Expert Gunsmithing (Ex):** At 1st level, the gunfighter gains gunsmithing as a bonus feat, and she gains a +2 bonus to any Craft checks made to repair a broken firearm.

Beginning at 6th level, the gunfighter with a gunsmith's kit may spend a half hour cleaning and fine-tuning a single firearm. For the next 24 hours, a fine-tuned firearm no longer explodes if it misfires when broken. Fine-tuning an additional firearm removes this condition from the original weapon.

At 15th level, a gunfighter can maintain a second fine-tuned firearm at any given time.

This ability replaces the usual 1st-level fighter bonus feat.

- Flesh Wound (Ex): Once per day beginning at 3rd level, the gunfighter can declare one attack against her as a flesh wound, reducing damage from that attack by half. Apply any damage reduction first before applying this effect. The gunfighter must announce that she is using this ability after the attack hits but before damage is rolled. The gunfighter can use this ability one additional time per day every four levels thereafter, to a maximum of five times per day at 15th level. This ability replaces armor training.
- Weapon Training (Ex): The gunfighter must select firearms as her weapon training group at 5th level.
- Always Prepared (Ex): The gunfighter is never caught unawares. Beginning at 8th level, she can recover a single dose of black powder and ammunition or a single alchemical cartridge, as per the Secret Stash Deed feat. This ability does not require the expenditure of grit. A gunfighter may use this ability once per day at 8th level, and one additional time per day for every three levels thereafter, to a maximum of five times per day at 20th level. This ability replaces the usual bonus feat gained at 8th level.

hellfire Preacher (Cleric archetype)

A mother torn from her child. Hundreds scarred or dead from plague. Loyal followers crushed beneath the boots of a rival cult. The hellfire preacher's faith has been shaken deeply and irrevocably by some horrific experience, leaving her as apt to rely on mortal crafts and stubbornness as divine power. Where once was blind obedience, now questions and righteous fury cloud her holy insight.

A hellfire preacher relies on mortal skill over divine gimmicks. She sees the gods as fickle, fallible creatures, however powerful or well-meaning they may be. Though bitter, the hellfire preacher cannot turn away from her worship entirely, and she retains a spark of faith despite her doubts. While no longer a blind channel to the heavens, she can still call down her god's fury when mortal steel falls short.

Class Skills: Replace Diplomacy with Intimidate.

- **Weapon Proficiency:** The hellfire preacher loses proficiency in her deity's favored weapon, but gains proficiency in either one-handed or two-handed firearms.
- **Channel Energy:** Without unquestioning faith, a hellfire preacher cannot channel divine energy as freely as a standard cleric. She rolls d4s for channeled energy in place of d6s.
- **Domains:** A hellfire preacher's shaken faith forever tarnishes the connection to her god. She only gains one domain rather than two.
- Works of Man: The hellfire preacher gains Amateur Gunslinger as a bonus feat at first level.

Mortal Wrath (Ex): With a peal of thunder and a cloud of brimstone, the hellfire preacher proves that a mortal's rage can be every bit as terrible as a god's. As a full round action, she can make a single firearm attack and make an Intimidate check against the target of this attack, regardless of the attack's success. The preacher may instead spend a grit point to make an attack roll against a single opponent, and she also makes an Intimidate check against all opponents within 30 feet of her target.

Weary (Ex): Beginning at 6th level, the hellfire preacher has grown weary of deific tampering. She gains a +1 bonus on all saves against divine spells. This bonus improves by +1 every three levels beyond 6th, to a maximum of +5 at 18th level.

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Mortal Smite (Su): At 10th level, the rage of the hellfire preacher becomes a terrible thing to behold. She can call down her fury into a devastating shot. As a standard action, she may spend a point of grit to make a single firearm attack against an opponent. On a successful hit, she triples the base damage, and inflicts 1d4 Con damage. The Con damage and bonus damage are not multiplied on a critical hit. Precision damage is not multiplied. This bonus damage is not multiplied on a critical hit.

Noble Shootist (Gunslinger archetype)

Many a gunslinger is collected and grim, accustomed to the horrors of battle and hardened by so many ruined lives. Others find a way to rise above the chaos, and develop their skills not as unnerving warriors but sharpshooters and impassioned leaders. Descending from eagle-eyed nobles or swaggering martial traditions, the noble shootist is gifted with keen insights and unshakeable confidence. She dominates the battlefield through force of personality, overwhelming opponents through precision and spurring allies on to glory.

- **Class Skills:** The noble shootist loses Handle Animal, Knowledge (local), and Survival, but gains Diplomacy, Knowledge (nobility), and Sense Motive.
- **Grit:** The noble shootist relies on luck and bravado rather than insight to perform her deeds. Instead of using Wisdom to determine her grit points, she gains grit based on her Charisma.
- **Behind the Eyes (Ex):** Much of a noble shootist's skill derives from her uncanny insight into the

GUNSLINGERS IN MIDGARD

At first glance, the gunslinger seems a bad fit for a world so steeped in superstition and elven magic, but strange technologies peek through the seams all across Midgard. From the arquebusiers of the Ironcrag Mountains, to the Ankeshelian weapons appearing in Cassadega and the vril weapons of the goblins, to the clockwork beasts of Zobeck, gadgets have their place alongside the fantastic.

Inland, only the Ironcrag dwarves know the secrets of black powder. Though rare, dwarven gunslingers guard their homeland with terrifying efficiency, both within their great halls and proactively hunting potential threats in the world above. Viewed with equal parts awe and skepticism by their more traditional brethren, these wandering guardians tempt fate and carve out fortunes using the greatest machines to ever spill forth from the forge. A very limited trade of explosives and the most primitive firearms exists, but with the exception of Zobeck, most humans see firearms as dangerous toys.

Knowledge begs to spread, and on rare occasions a dwarven gunslinger or alchemist may share the secret of smokepowder with a trusted assistant or companion. At best, dwarves chafe at the thought of the young races wielding such dangerous secrets. At worst, ambitious nobles and conservative traditionalists form inquisitions to hunt outsiders flaunting their "stolen" knowledge. More than any other human land, Zobeck is a haven for the scarce gunslingers of Midgard. The city's tolerance of advancement, the patronage of the goddess of industry and clockwork, and ready access to strange machines and wondrous reagents allows a knowledgeable gunslinger to keep their weapons clean and ammunition in good supply. Zobeckers are less likely to see a gunslinger as a dangerous madman or smoke-belching demon than some of Midgard's more superstitious residents.

Leaving the awe of black powder behind, Cassadega and the Wastes provide a sweeping new option for Midgard gunslingers: vril weaponry. Straddling the border between science and magic, the lost technology of the Ankeshelians has spawned a gold rush, flooding the city streets with every manner of bizarre weapons. A vril gunslinger is no different mechanically than one who relies on alchemical powders, and the coilgunner listed earlier specifically models an enthusiast on the bleeding edge of understanding lost Ankeshel's weapons. The coilgunner archetype suits these characters especially well, as their weapons require lost technology to maintain. human mind. Beginning at 2nd level, she gains an insight bonus to Diplomacy and Sense Motive equal to half their gunslinger class level. This ability replaces nimble.

DEEDS

Rallying Shot (Ex): At 1st level, the noble shootist can inspire allies to great deeds by exposing her enemy's weakness. Upon threatening a critical hit with a firearm, she can spend one grit point to grant all allies within 60 feet a +1 bonus to attacks, damage, and saves versus charm and fear effects. This bonus lasts for one full round, but she may extend the duration by spending a swift action to maintain the effect each round, up to a maximum of one round per gunslinger level. Rallying shot is a mind-affecting ability. Rallying shot replaces the quick clear deed.

Unnerving Accuracy (Ex): At 3rd level, a noble shootist with at least one grit point may unnerve a flat-footed opponent with a deft display of marksmanship, startling opponents and causing them to leap back, flinch, or fall over. Instead of inflicting damage on a successful hit, the gunslinger may instead perform a combat maneuver, with a combat maneuver result equal to her gunslinger level plus the damage she would otherwise inflict. A gunslinger must decide to use this deed before rolling damage. Unnerving accuracy in a mind-affecting effect. This ability replaces the pistol whip deed.

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