A Necromancer's Grimoire:

Masters of the Gun



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Gunplay

So, it had come down to this. A duel at high noon, between himself and the legendary Ingvald "Six Shots" O'Reilley, said by many to be the quickest gunman in the entire frontier. In fact, that was one of the nicer things that they said about Ingvald. They also said that he had shot his own mother and tossed her corpse to the orcish raiders in exchange for a few musty pelts. Supposedly, the man could throw a copper in the air and shoot it six times before it hit the ground.

Samuel Wessin sighed. He wished he knew how he kept getting into these things. He was no gunman; not really. Well, sure, he was better with them than most in the province—he understood how they worked: his background in alchemy gave him an understanding of the powders and processes involved. And, yes, he'd spent a good deal of time studying firearms, and trying to apply magic to them...but on his own, well...he might even be called a good shot, but certainly nothing like the rumors about O'Reilley.

The problem was that the people saw him as an authority figure. It was only natural, after all: people tended to turn to wizards when they needed help, especially out here on the frontier, where the nearest real authority was a day's ride away at best. O'Reilley's gang had become a problem, and they had turned to him to solve it, and that's all there was to it.

O'Reilley had instructed the townsfolk to have someone bring "his fee" to a small clearing outside of town, in the unnamed woods that surrounded the small settlement. Sam had brought a sack, and made a show of carrying it openly, but it served only as a means for him to conceal his weapon, a powerful rifle that he had personally modified and engraved with runes of power.

He stepped tentatively out into the clearing, holding the bag out so that O'Reilley could see it. Sam could see him, sitting lazily on a tree stump near the middle of the glade, idly toying a his pistol, which gleamed in the emerald light filtering down from the forest canopy.

"All right, grandpa, that's close enough!" O'Reilley called out with a sneer. Sam came to a stop, still holding the bag in front of him. "Is that my gold?"

"Y-yes sir," Sam said, hoping he was giving his voice just the right amount of fear to lure O'Reilley in, and not tip him off to what was going on.

"Good," O'Reilly returned with a sneer, and then fired three shots, right at Sam. The man was fast, so fast that Sam knew he wouldn't have had a chance if not for the glint he'd seen in the gunman's eye, and the preternatural danger sense that came from his exposure to the arcane. As it was, he had barely enough time to pull up his magical shield, causing the bullets to ricochet off and into the nearby trees.

"...the hells?" O'Reilley cursed, snarling and rising to his feet. But Sam was ready for him, and he dropped his shield, pulling the trigger on the rifle he was holding inside the sack. The bag exploded in blue-green flames as a bullet of pure energy erupted from the gun and streaked through the air to the outlaw with an angry scream.

This wasn't O'Reilley's first gunfight, though, and he flung himself to the side, the energy missile grazing his side, but barely singing his clothes. As the outlaw struck the ground, he twisted onto his side and flung his arm out, letting loose another three shots from his revolver.

By now, though, Sam was already running between the trees, weaving between them for cover. Two of the bullets went far astray, disappearing into the woods, but another missed Sam by only inches, and only because he hesitated. It bore into a tree trunk behind him, passing right before his face, and sending wood splinters everywhere.

O'Reilley ducked behind the tree trunk, reloading his revolver. Sam didn't have that weakness, and drew upon his magic, willing a bullet of pure arcane energy into being in the gun's chamber. He fired, another blast of arcane energy arcing towards the stump. With an arcane word, he drew on his latent magical energy, creating copies of the projectile, so that instead of one blue-green bolt of energy slamming into the trunk, it was four, and O'Reilley's cover was blown away, leaving him exposed.

As the smoke from the blast cleared, though, O'Reilley wasn't there. Even if Sam's shot had somehow hit the outlaw, it would have left a corpse. That meant...

O'Reilley's shots fired off so fast that, to Sam, the sounds merged together, so that it seemed as though only one, huge explosion had occurred. He tried to dodge it, but he was too late, and he felt his left shoulder erupt with agony as it was hit with one shot, and then a second hammered into him after it, creating an aftershock of pain which flashed through his entire body.

The shock of it caused Sam to lose himself, for just a moment, and he tripped and fell to the ground, his face landing in a blanket of moss and fallen leaves with a crunch. He lost his grip on his rifle, which tumbled end over end to land a few feet away.

O'Reilley chuckled, and Sam could hear the sound of his boots on the ground as the outlaw approached. He could also hear the slight metallic sound of O'Reilley reloading his revolver, pulling back the hammer, readying it. Sam tried to get up, but found to his dismay that his left arm wouldn't hold any weight. He propped his elbow underneath himself, gritting his teeth and trying to ignore the pain, as his other hand groped at his side, looking for his backup weapon.

"That was a damned stupid thing you done there, gramps," O'Reilley gloated. He couldn't be more than a few feet away now. Just keep gloating a little bit longer...

"Now before I kill you, why don't you answer me one thing?"

Sam tried to suppress a groan of pain as he answered, praying that O'Reilley couldn't see what his free arm was doing, pinned beneath his side as it was. "What's that?"

"How'd you shoot like that? What kind of bullets are those?"

This was useless. He couldn't reach the pistol. He was dead. Unless...

"It's simple, really." Sam called up his magic, reaching out to his rifle. The way it had landed it was facing the entirely wrong direction, not even pointing at O'Reilley, let alone anywhere vital, and yet...

"Oh, how's that?" The man had stopped now, his gun in his hand, pointed down at Sam's head. One wrong move and Sam would be dead for sure. He'd need to get this just right.

"I just give it a little help." Sam squeezed the trigger on the rifle with his arcane might, causing a bullet to explode forth from the gun. As soon as it was out of the barrel, though, it began to arc in its path, turning around, rocketing upward, on a trajectory that only magic could provide. O'Reilley's gun fell to the ground beside his twitching hand as the outlaw dropped, dead. Sam didn't notice: the exertion of the spell, combined with the searing pain of his wounds, had caused him to pass into blissful unconsciousness.

Introduction

There are a lot of things that are staples of a good fantasy setting: valiant heroes with gleaming swords and armor; wizened old mages with a huge repertoire of dangerous and exotic spells; terrible monsters with wicked claws and terrible breath guarding giant piles of golden coins and other treasures. You get the idea. Not only are these sorts of things a large part of what makes a fantasy setting a fantasy setting instead of something else, they also serve to make us comfortable, to give us a compass or an anchoring point in an otherwise strange and unknown setting. While there are exceptions, we generally know when we see someone in platemail that he'll be a knight, and that dragons will be bad news, for example.

One thing that's decidedly not a staple of fantasy settings, good or otherwise, is guns. It's not just a matter of guns being largely anachronistic in medieval settings. In actuality, the advent of primitive firearms, such as the one-shot pistols and muskets which are the default in Paizo's Ultimate Combat, were quite close to medieval times, and, depending on where one chooses to end the "medieval" period, had a good deal of overlap with them. Rather, it seems that the real problem with guns in fantasy is that guns remain to the modern mindset a symbol of later times, and, in a way, make the icons of heroic fantasy seem small and petty by comparison. Why wield a sword when you can shoot your opponent dead at a range with a gun? What good is armor if a bullet will punch right through it as though it were paper? Who needs to learn how to cast a fireball spell if you can simply...well, you get the idea.

Despite this feeling, there are a lot that guns can give to a fantasy setting. For one thing, they can almost single-handedly propel a game from medieval fantasy into empirical fantasy, the age of exploration and discovery, as various budding nations sent ships out to discover and colonize new worlds, bringing back their riches. There are few real-life individuals whose motives seem to match those of the average adventuring party as well as a conquistador's. Beyond that, sprinkling in a few rare and exotic firearms can make them feel like strange and wondrous science, something previously undiscovered but with great potential. What alchemist wouldn't love to discover the secret of black powder? Or, for that matter, what wizard, or even fighter or rogue?

Perhaps the best reason to add guns to your game, though, is to capture the gritty feel of a Wild West cowboy or other daring gunman. Though some of the specifics might not match a medieval fantasy setting, the spirit is similar, and a Sherriff in the old west has a lot in common with a the captain of the city watch, or a stalwart paladin, just as banditos hiding out in a canyon have a lot in common with bandits hiding out in the woods.

It seems clear that the gunslinger class was designed to capture this sort of feel, with exciting deeds that let you do cool and interesting things with your gun. We felt that there was a lot more room for fun and exciting deeds, however, and especially deeds that would prove useful to the gunslinger at the table, as well as on paper, and so we made this book. With three new prestige classes for gun wielding characters, it opens up whole new worlds of options for gunslingers and gunmen of all classes alike.



Gun Mage

So many wizards are slow to accept new things. They think that anything involving black powder and bullets is beneath them, something for alchemists, a parlor trick, and nothing more. Soldiers and gunslingers, of course, feel that their firearms are better than magic: they have harnessed the power of fire and can use it without all that time studying and memorizing. But there are some—like me—who realize that the fusion of the two creates a very powerful weapon indeed, far more than the sum of its parts.

~Salucia "Fireshot" Torvel, gun mage

There are few things that don't become better with a little bit of magic, and it turns out that firearms are no exception. Gun mages are adepts not only with magic spells and ancient tomes, but also with the latest in black powder, bullets, and other powerful weapons. Where, in ages past, great warriors might have blended spells with steel and sword, or else mixed their arcane arts with arrows, now they can blend their magic with firearms, raining down fire on their foes both from their weapon and from the skies.

Gun mages mix their prowess with deadly firearms and their magical talent in order to devastate battlefields, and there are few who can muster the kind of deadly might that the gun mage, with her spell-enhanced firearms, is capable of. A gun mage's magical abilities allow her to make shots that no mundane shooter could have a prayer of, such as shooting around corners or having her bullets make turns in mid-air. Gun mages are the culmination of thousands of years of arcane tradition mixed with the very best in modern weaponry, making a combatant who is deadly in a thousand ways.

Making a Gun Mage

All gun mages come from arcane casters. While it is theoretically possible for a bard, magus, or other spellcaster with less than nine spell levels in their spell list to become a gun only "full casters" like sorcerers and wizards are likely to get the most out of the class. Additionally, most gun mages have a background in gunslinger, as well. Certainly, the blend of spell and shot mean that most gun mages will focus on ranged attacks and spellcasting, typically with the goal of dealing as much damage to the enemy as quickly as possible.

Requirements

To qualify to become a gun mage, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Spellcraft 5 ranks Feats: Exotic Weapon Proficiency (firearms)

Spells: Able to cast 2nd-level arcane spells Special: Grit class feature or Amateur Grit feat

Ability Scores: The most important ability score for most gun mages is the same ability score that already governs their spellcasting, and is therefore likely to already be high. In addition to this, a high Dexterity will make the gun mage's shots more likely to hit, and also help to compensate for their lack of armor. Finally, a high Wisdom will give the gun mage more grit.

Alignment: Gun mages of all alignments can be found, and for the most part there are no strong tendencies for gun mages to favor any alignment over another. Evil gun mages tend to become assassins or mercenaries, selling their skills to the highest bidder, while good gun mages tend to become defenders of the helpless. Chaotically-aligned gun mages can often be found wandering from town to town as mysterious lone stranger types, while more lawfully-aligned gun mages often claim a certain territory, perhaps as an official sheriff, and protect those within their turf.

Hit Die: d8

Table 1-1: The Gun Mage

Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
+0	+0	+1	+1	Cunning grit, deeds	+1 level of existing spellcasting class
+1	+1	+1	+1	Nimble +1	+1 level of existing spellcasting class
+1	+1	+2	+2	Spell bullet 1	
+2	+1	+2	+2	Deeds	+1 level of existing spellcasting class
+2	+2	+3	+3	Magic touch	+1 level of existing spellcasting class
+3	+2	+3	+3	Spell bullet 2	
+3	+2	+4	+4	Deeds	+1 level of existing spellcasting class
+4	+3	+4	+4	Nimble +2	+1 level of existing spellcasting class
+4	+3	+5	+5	Spell bullet 3	
+5	+3	+5	+5	Arcane Grit	+1 level of existing spellcasting class
	Attack Bonus +0 +1 +1 +2 +2 +2 +3 +3 +3 +3 +4 +4	Attack Fort Bonus Save +0 +0 +1 +1 +1 +1 +2 +1 +2 +2 +3 +2 +4 +3	Attack BonusFort SaveRef Save+0+0+1+1+1+1+1+1+2+2+1+2+2+2+3+3+2+3+3+2+4+4+3+4	AttackFortRefWillBonusSaveSaveSave+0+0+1+1+1+1+1+1+1+1+2+2+2+1+2+2+2+1+2+3+3+2+3+3+3+2+4+4+4+3+4+4	AttackFortRefWillBonusSaveSaveSaveSpecial $+0$ $+0$ $+1$ $+1$ Cunning grit, deeds $+1$ $+1$ $+1$ $+1$ Nimble $+1$ $+1$ $+1$ $+1$ $+1$ Nimble $+1$ $+1$ $+1$ $+2$ $+2$ Spell bullet 1 $+2$ $+1$ $+2$ $+2$ Deeds $+2$ $+2$ $+3$ $+3$ Magic touch $+3$ $+2$ $+3$ $+3$ Spell bullet 2 $+3$ $+2$ $+4$ $+4$ Deeds $+4$ $+3$ $+4$ $+4$ Nimble $+2$ $+4$ $+3$ $+5$ $+5$ Spell bullet 3

Class Skills

The gun mage's class skills are Acrobatics (Dex), Escape Artist (Dex), Knowledge (arcana) (Int), Spellcraft (Int), and Sleight of Hand (Dex)

Skill Ranks per Level: 4 + Intelligence modifier

Class Features

All of the following are class features of the gun mage.

Weapon and Armor Proficiency: A gun mage gains no new proficiencies with any weapons, armor, or shields.

Cunning Grit: A gun mage gains additional grit. Each day, she gains an additional number of grit points equal to 1/2 her gun mage level, rounded down (minimum 1).

Deeds: Like gunslingers, gun mages spend grit points to accomplish deeds. Unlike gunslingers, gun mages also sometimes expend prepared spells or unused spell slots to accomplish deeds, as well. Most deeds grant the gun mage some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect for as long as the gun mage has 1 grit point, or else for as long as he has a certain kind of spell prepared. Gun mages do not continue to gain the deeds provided by the gunslinger class, but instead gain deeds of their own, as outlined below. Gun mages still retain any deeds they gained from the gunslinger class, and those who take further levels in gunslinger may gain new deeds from that class.

A gun mage can only perform those deeds available at her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Endless Bullets (Sp): Beginning at 1st level, as long as the gun mage has at least 1 grit point and one prepared spell or spell slot available, she can conjure an endless supply of bullets. These bullets function as mundane bullets of their type, but fade into nothingness 10 minutes after being created. The gun mage can make such a bullet as a free action made as part of loading her gun. Alternatively by spending 1 grit point and one prepared spell or unused spell slot of 2ndlevel or higher, the gun mage can conjure the bullet already loaded inside the gun, effectively reloading it as a free action. This ability cannot create ammunition that costs more than 10 gp.

Seeking Bullet (Su): Beginning at 1st level, the gun mage can spend 1 grit point in order to fire a special, seeking bullet, which she imbues with the magical power to find her target. For this attack, the gun mage ignores any cover or concealment the target may possess. Additionally, the gun mage can choose to sacrifice a number of additional points of grit in order to gain a bonus on the attack roll: for each additional point of grit she spends, she gains a +1 bonus on the attack roll, to a maximum bonus of +5.

Arcane Ricochet (Su): Beginning at 4th level, the gun mage can spend 2 grit points to magically alter a bullet, allowing her to redirect it in flight. This ability is a free action made as part of an attack roll, and must be used before the attack roll is made. If the bullet hits its target, then the gun mage can direct it to ricochet off the target or change direction after passing through the target, and fly towards a different target within 30 feet of the original target. The gun mage makes a new attack roll at a -5 penalty to hit the second target. If she hits, she deals damage to the second target as normal. This deed cannot be used on a scatter weapon when it is firing in a cone.

Dispelling Bullet (Sp): Beginning at 4th level, the gun mage can spend either 3 grit points or expend a prepared spell or unused spell slot of 3rd-level or higher in order to fire a dispelling bullet. This is a free action made as part of firing the bullet. If the bullet hits, the target is affected as though by the targeted version of the spell dispel magic. The gunslinger's caster level for this effect is equal to twice her gun mage class level. This deed can be used on a scatter weapon when it is firing in a cone, but the gun mage must spend either 6 grit points or two prepared spells or unused spell slots of 3rd-level or higher in order to do so. If she does, the entire area of the cone is affected as though by the area version of dispel magic.

Energy Bullet (Su): Beginning at 7th level, as long as she has a 3rd-level or higher spell with the acid, cold, electricity, or fire descriptor prepared (or knows such a spell and has an unused spell slot she can use to cast it, if she is a spontaneous caster), the gun mage can spend 1 point of grit in order to infuse a bullet with the appropriate energy type. This is a free action made as part of making an attack, and must be declared before the attack roll is made. Bullets imbued with energy in this way deal an additional 1d6 points of the appropriate energy type on a successful hit. If the gun mage has spells with more than one of the available energy types available (ie. if she has both fireball and cone of cold), she can choose which of the two energy types she applies. She can add more than one energy type to a single bullet, but doing so costs an extra point of grit for each energy type already added (so if she wanted to add both cold and fire, she would need to spend 3 points: 1 for the cold and 2 for the fire). This deed cannot be used on a scatter weapon when it is firing in a cone.

Replicating Bullet (Su): Beginning at 7th level, the gun mage can expend 1 point of grit and a prepared spell or unused spell slot of 4thlevel or higher in order to create a replicating bullet. As a standard action, she can create the bullet and then fire it, as normal, except that once the bullet is released from the chamber it magically splits into three separate bullets. The gun mage makes a separate attack roll with each bullet, and each bullet can have a different target if the gun mage desires, as long as the targets are all within 30 ft. of each other.

The gun mage can apply other gun mage deeds to this attack (although she cannot apply deeds from another source, such as the gunslinger class), but doing so is more difficult, and she must pay twice the cost of the deed. If she does, it is applied to all three of the bullets created by the attack. This deed cannot be used on a scatter weapon when it is firing in a cone.

Spells per Day: At the indicated levels, a gun mage gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a gun mage, she must decide to which class she adds the new level for purposes of determining spells per day.

Nimble (Ex): Starting at 2nd level, a gun mage gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gun mage to lose her Dexterity bonus to AC also causes her to lose this dodge bonus. This bonus increases by +1 at 8th level, and stacks with the nimble class feature of the gunslinger class, if the gun mage has that class feature.

Spell Bullet: Beginning at 3rd level, the gun mage can channel her spells through her gun, delivering them with her bullet. As a standard action, the gun mage can choose to expend a single prepared spell that requires a touch attack or a ranged touch attack, casting it through her gun and channeling it through the bullet. As part of this action, she makes an attack with the gun against a single target. If the attack hits, in addition to its normal damage, the bullet delivers the spell, which has its normal effect on the target.

Only spells with a casting time of one standard action or less, which have a single target, and which require a touch attack or a ranged touch attack can be used in this way. If the spell allows for spell resistance, or a saving throw, these things still apply. A spell expended this way is effectively being cast into the gun, and so can be countered as normal. If the gun mage is a spontaneous spellcaster, she instead chooses a spell she knows that meets the criteria and expends a spell slot of the appropriate or higher level. At 3rd level, only 1st-level spells can be applied to bullets in this way. At 6th level, the gun mage can use 2nd-level spells with this class feature, and at 9th level she can use 3rd-level spells.

The gun mage can use this ability a number of times per day equal to 3 + her primary spellcasting ability score (Intelligence for wizards, Charisma for sorcerers, etc). This ability cannot be used on a scatter weapon when it is firing in a cone.

Magic Touch (Su): Beginning at 5th level, as long as the gun mage has at least 3 grit points, and a prepared spell or unused spell slot of her highest-level spell available to cast, her touch imbues magical ability to any gun she wields. When using this ability, any firearm the gun mage holds is treated as though it had an enhancement bonus to attack and damage equal to 1/3 the gun mage's class level (rounded down). Further, this causes any ammunition fired from the firearm to overcome damage reduction as though it were magic.

Arcane Grit (Su): At 10th level, a gun mage can draw upon her arcane power for extra grit. As a swift action, she can sacrifice a prepared spell (or unused spell slot, if she's a spontaneous caster) in order to gain a number of points of grit equal to the spell's level.

Playing a Gun Mage

As a gun mage, you straddle two different roles: that of the gunslinger, and that of the mage (be it sorcerer, wizard, witch, or another magic-user entirely). If you choose to, you can theoretically have as many as 17 levels of spellcasting, though this will leave your attack bonus and gun skills somewhat lower. Alternatively, you can devote yourself primarily to being a gunslinger, using your spellcasting to supplement your combat skills and provide you with some utility to round out your abilities. You can thusly fill just about any role that a dedicated spellcaster of your type could, from blasting with evocation damage to providing support for the party, or even conjuring minions to fight for you and keep the enemy distracted while you hammer them with bullets. Alternatively, you can fill the role of ranged fighter, dealing damage from afar, and picking your enemies off.

Races: Humans are the most common gun mages, primarily because, as a race, humans have been the quickest to accept and embrace the new technology of firearms. While other races (notably dwarves and half-orcs) have been quick to adapt gun technology as well, they are somewhat leery of arcane magic, and do not often mix the two disciplines. At the same time, while elves and half-elves have a long and proud tradition of similar techniques, such as the arcane archer, many elves feel that these older traditions are best, and that firearms won't last, and will be forgotten in a few decades. Some halflings and gnomes become gun mages, as some members of these races are very enthusiastic about firearms and magic, both of which serve to "level the field" with larger races. That said, most halflings and gnomes go one way or the other—either magic or guns—and so gun mages amongst these races aren't that common.

Religion: There is nothing inherently religious about gun mages, and neither guns nor arcane spellcasting particularly lend themselves to most religions. Indeed, some deities (or at least their churches) are vocally opposed to firearm technology, viewing it as unnatural and far too dangerous to be freely allowed. Of course, some deities and their churches voice similar opposition to arcane magic, as well, and amongst members of such religions gun mages are no doubt not very popular.

That said, with the exception of deities opposed to guns and/or magic, there is nothing keeping a gun mage from religion, which is what makes it odd that they are so rarely religious. There are exceptions, and some gun mages are incredibly devout, delivering their god's justice (or unholy fury) through their arcane bullets. For the most part, however, gun mages simply aren't drawn to religion. Perhaps they simply put their faith in their spells and their firearms.

Other Classes: Gun mages tend to get on well with similar characters, both those inclined to arcane magic, and those inclined to gunslinging. Many gun mages enjoy talking shop with such characters, swapping tactics and tricks of the trade. Some arcane casters, especially wizards, look down on gun mages as "dabblers," and gun mages tend to view such characters similarly negatively, viewing them as backwards and unable to appreciate the value of new developments. Along the same lines, some gunslingers and other firearm specialists look down on using magic to enhance guns, and gun mages are equally disdainful of this viewpoint.

Gun mages value and respect warriors like

fighters, barbarians, and paladins, especially those who fight on the front lines and protect the gun mage from harm. Similarly, gun mages understand the value of a competent pickpocket or lockpick. And, while they do their best to avoid being wounded, they also value the healing skills of a cleric or druid for the rare circumstances when they're needed. In general, gun mages appreciate anyone who lends something to the team, and are especially cognizant of the fact that often times bringing a variety of skill sets together can create a result that is greater than the sum of its parts.

Gun Mages in the World

"I've never seen anything so terrifying in all of my life. One moment we were just standing there, a normal day in court, and then she was just there, suddenly, without any warning. I don't think any of us noticed her until she started firing, bullets screaming through the air, wreathed in fire and lightning. She only had two guns, but I swear she somehow fired six shots at once. Half of us were dead before we even knew what happened. Then she opened up with her magic, and the rest of us just stood there, unable to move, as she strode up to King Gavin, bold as brass, and...well...you know what she did."

~Harrison Vigyar, royal guard, shortly after the assassination of Gavin the Bold

Daily Life: Gun mages devote a good deal of their time to perfecting both of their crafts. As such, they engage in much of the normal activities of other members of their original spellcasting class, whether that involves researching spells from old tomes, or extensive practice and training to harness the arcane power of their bloodline, or communing with an otherworldly patron. At the same time, most gun mages spend a good deal of time training themselves in firing as well, and they often set up shooting ranges in their homes, and sometimes even practice shooting while on the road, picking out distant targets and trying to hit them. A lot of a gun mage's time also goes into the proper care and maintenance of her gun, cleaning and polishing it, triple-checking the various components, disassembling and

reassembling it, and so on. Further, many gun mages choose to make their own gun powder and bullets, and this can take up a good deal of their time.

Notables: There is a surprisingly large number of notable gun mages, especially considering the relatively short amount of time that firearms have been available. Perhaps the most famous gun mage (and the one to first coin the term, arguably making him the "father" of gun mages) is Alistair Roil. Though he is getting on in his years and his hair is quite grey, he is young at heart, and is constantly on the lookout for new and exciting things. A wandering adventurer by trade, he refused to retire like most aging wizards, and, scorning a tower, spends his life leading grand expeditions deep into wild and unknown territory. He is never seen without his enchanted rifle, Georgia, which is said to be the most heavily-augmented firearm in the world.

Another gun mage worthy of note is Salucia "Fireshot" Torvel, a gun mage of supposedly unsurpassed skill and ability. She employs herself as an assassin, using her magical abilities to slip quickly and quietly past defenses, and her mix of firearm skill and magical might to devastate her targets and their protectors (and, in a pinch, she's not above letting her good looks and form-fitting leather outfit charm or distract her opponents, either). She is completely amoral, and will take any job, as long as it pays well. Rumor says that she's never failed to complete a job, and anyone she takes a contract on is as good as dead.

Perhaps the most controversial of gun mages, Falluvar Sentos is a young but prominent elf who has taken it upon himself to teach the art of the gun mage to his people. He runs a school devoted to the blending of magic and firearms, and actively encourages his brethren to join, arguing that gun mages are the same as arcane archers, and that spurning the discipline just because it's new will lead to stagnation and ruin. He has attracted some elven disciples, but for the most part they ignore or scorn him, and most of his school consists of humans and other races. Still, Falluvar is patient, and he has begun offering special incentives to potential elven students—waiving his normal fee, for example—in order to attract them.

Organizations: With the exception of a few small schools, there are currently no organizations specifically devoted to gun mages. That said, many gun mages belong to organizations based on their base classes: belonging to mage guilds, witch covens, or similar, or else (and possibly in addition to) belonging to organizations of gunslingers. In fact, some such organizations have a smaller subsection devoted to blending magic and machine (such as an arcane university with an Applied Firearms department, or a gunslinger organization that offers special instruction or status for members who are also arcane spellcasters). The various schools that do exist mostly serve to teach the disciplines of magic and firearms separately, only focusing on melding the two together towards the end of a student's career.

NPC Reactions: To the untrained eye, there is nothing to visibly distinguish a gun mage from a normal wizard who happens to wield a firearm, and if she doesn't use her magic in an overt way, there's little to differentiate her from any gunslinger or even a fighter who specializes in firearms. That said, most gun mages aren't so discreet, and nearly all who mix magic and guns ultimately become gun mages, so most NPCs can recognize a gun mage as "someone who uses guns and magic." Since many people are suspicious of guns and magic separately, putting the two together is hardly a recipe for trust. On the other hand, everyone has heard of the incredible lethality of magicallywielded pistols, and so gun mages are afforded a great deal of respect and deference by most townsfolk.

Gun Mage Lore: Characters with ranks in Knowledge (arcana) or Knowledge (local) can research gun mages to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-2: Gun Mage Lore DC Information

Gun mages are arcane spellcasters such as

10 wizards or sorcerers who supplement their magic with firearms.

More than just being a mage with a gun, gun mages actively blend their magic with

¹⁵ their weapon, with the result being far more effective than the sum of its parts.

Powerful gun mages can infuse their guns and bullets with arcane energy, causing

20 them to act as though they were enchanted just by holding them.

Particularly skilled gun mages can perform a variety of deeds that involve both magic

25 and skill, such as shooting several bullets with a single shot, or causing a bullet to change path in mid-air.

Characters who achieve this level of success can learn important details about a specific gun mage, the areas in which she operates, the activities she undertakes, and so on.



Hair-Trigger Renegade

Sure, there's lots of different types of guns, but if you ask me there's nothing that can compare with a good revolver. Sure, they're a lot more expensive than a pistol, but they're worth it. After all, bullets are just little bits of lead, they don't cost much. Better to shoot them out six at a time and make sure the target's dead than have to pack in a bunch of powder and spend five minutes reloading every time you want to take a shot. For me, it's revolver or bust.

~Drogar Hillhammer, hair-trigger renegade

While all firearms are deadly in the right hands, some are deadlier than others, and one of the most impressive of all guns is the revolver, able to store up to six shots at a time, with no need to reload or do anything at all between shots, something that puts crossbows and even bows to shame. In the hands of anyone who learns how to point and shoot, these weapons can do some serious damage. But that's nothing compared to what they can do in the hands of someone who devotes himself specifically to mastering the art of using the revolver in combat, and the same general principle applies to other high-capacity firearms.

Hair-trigger renegades specialize in filling the air with a hail of bullets, rapid-firing their shots at their foes and pressing their advantage until their target is filled up with lead. They take advantage of a high-capacity weapon's easy-touse cartridges and their capability for instant reloading to cause devastation, and an ambush by a hair-trigger renegade almost always leads to the swift and inglorious death of his target.

Making a Hair-Trigger Renegade

Hair-trigger renegades specialize in dealing damage at a range using their high-capacity firearm. While a hair-trigger renegade certainly can use other firearms, and occasionally may find a reason to, most of his class features will be useful only when he is wielding a revolver or a similarly high-capacity weapon, and so most hair-trigger renegades stick exclusively to such firearms. While most hair-trigger renegades come from the ranks of the gunslinger class, it's not uncommon for fighters, rangers, rogues, or even paladins who specialize in fighting with high-capacity firearms to become hair-trigger renegades.

Requirements

To qualify to become a hair-trigger renegade, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Quick Draw, and Weapon Focus in a firearm with a capacity of 4 or greater

Special: Grit class feature or Amateur Grit feat

Ability Scores: A hair-trigger renegade is well-served by having a high Dexterity, as this governs any attack rolls made with his firearm, as well as making him harder to hit, helping to make up for his lack of armor proficiency. Also of importance is Wisdom, as this is the ability score that determines how much grit he receives, and is therefore able to spend on deeds. Strength is likely the least important ability score, as it does not affect either his attack or damage rolls, and most hair-trigger renegades are in no rush to get into melee combat.

Alignment: Hair-trigger renegades come in every alignment, as the ability to rapid-fire a gun is not something inherent to either good or evil characters, nor is it necessarily lawful or chaotic. That said, there's something seductive about a firearm, especially in the right hands, and hairtrigger renegades who were otherwise neutral before may find themselves more and more tempted to simply open fire or use their gun to get their way, which can guickly push them towards evil and chaotic alignments. That said, if the hair-trigger renegade is able to resist these urges to unleash a hail of bullets on anyone who makes themselves a minor inconvenience, there is nothing preventing him from being lawful or good.

Hit Die: dio

Class Skills

The hair-trigger renegade's class skills are Acrobatics (Dex), Escape Artist (Dex), Knowledge (local) (Int), Perception (Wis), and Sleight of Hand (Dex)

Skill Ranks per Level: 4 + Intelligence modifier

Class Features

All of the following are class features of the hair-trigger renegade.

Weapon and Armor Proficiency: A hairtrigger renegade gains no new proficiencies with any weapons, armor, or shields.

Deeds: Like gunslingers, hair-trigger renegades spend grit points to accomplish deeds. Most deeds grant the hair-trigger renegade some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect for as long as the hair-trigger renegade has 1 grit point. Hair-trigger renegades do not continue to gain the deeds provided by the gunslinger class, but instead gain deeds of their own, as outlined below. Hair-trigger renegades still retain any deeds they gained from the gunslinger class, and those who take further levels in gunslinger may gain new deeds from that class.

A hair-trigger renegade can only perform those deeds available at her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

One-Two Shot (Ex): Beginning at 1st level, the hair-trigger renegade learns how to time and aim his shots so that each shot prepares the way for him to do more damage with the next. As long as he has at least 1 grit point, each time the hair-trigger renegade damages a creature with a one-handed firearm, he gains a +2 bonus on damage rolls made with that firearm against that creature until the end of his turn. This bonus stacks with itself, so if the hair-trigger renegade

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
ıst	+1	+0	+1	+0	Deeds
2nd	+2	+1	+1	+1	Revolver specialization
3rd	+3	+1	+2	+1	Nimble +1
3rd 4th	+4	+1	+2	+1	Deeds
5th	+5	+2	+3	+2	Improved critical
6th	+6	+2	+3	+2	Nimble +2
7th	+7	+2	+4	+2	Deeds
8th	+8	+3	+4	+3	Deadly shot
9th 10th	+9	+3	+5	+3	Nimble +3
10th	+10	+3	+5	+3	Deeds

Table 2-1: The Hair-Trigger Renegade

hits three times, the second shot will do an additional 2 damage, but the third will do an additional 4 damage. This bonus damage counts as precision-based damage.

Rapid Fire (Ex): Beginning at 4th level, the hair-trigger renegade can fire off a quick burst of shots from his gun. As a standard action, by spending 3 grit points, he can effectively make a full attack action with a single one-handed firearm, making as many attacks as he would normally make with an attack action, with the normal penalty applied to each successive attack. Each of these attack rolls suffers a -2 penalty (For example, a hair-trigger renegade with a base attack bonus of +11 would make a shot at +9, a shot at +4, and a shot at -1, plus modifiers like Dexterity, enhancement bonus, etc). Anything that the hair-trigger renegade can do as part of a full-attack action he can also do as part of this action, as he is essentially "squeezing" a full attack into a standard action, however, all of the attacks must be made with the same firearm. If the hair-trigger renegade does not have enough ammunition remaining for all the attacks, he can only make as many attacks as he has ammunition for.

Desperado Shot (Ex): Beginning at 7th level, the hair-trigger renegade can call upon his grit to make a desperate last shot for when he absolutely has to hit. When making a full attack action with a one-handed firearm, if all of the hair-trigger renegade's attacks miss, he may, as a free action, spend 3 grit points in order to make one additional attack at his highest attack bonus. If the hair-trigger renegade does not have any ammunition left in the firearm, the extra attack is wasted. A hair-trigger renegade cannot use this ability more than once per minute.

Six-Shot (Ex): At 10th level, the hair-trigger renegade can achieve unprecedented rates of fire, unleashing a flurry of bullets at his foes. As a full-round action, by expending 5 grit points, the hair-trigger renegade can make 6 attacks with a single one-handed firearm. Each of these attacks uses his highest base attack bonus, but they all also suffer a -4 penalty (for example, a hairtrigger renegade with a base attack bonus of +15 would make six attacks at +11, plus other modifiers). These attacks need not all be made at the same target, but no two targets can be more than 30 ft. apart. If the hair-trigger renegade does not have enough ammunition remaining in the firearm for all the attacks, he can only make as many attacks as he has ammunition for.

Revolver Specialization (Ex): At 2nd level, a hair-trigger renegade gains Weapon Specialization for the weapon that he had taken Weapon Focus for to qualify for the hair-trigger renegade prestige class. If he has Weapon Focus for more than one one-handed firearm with a capacity of 4 or greater, he can choose which of those weapons he gains Weapon Specialization for. If he already has Weapon Specialization for all one-handed firearms with a capacity of 4 or greater that he has taken Weapon Focus for, he gains a bonus combat feat of his choice.

Nimble (Ex): Starting at 3rd level, a hairtrigger renegade gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the hair-trigger renegade to lose his Dexterity bonus to AC also causes him to lose this dodge bonus. This bonus increases by +1 at 6th and 9th levels, and stacks with the nimble class feature of the gunslinger class, if the hair-trigger renegade has that class feature.

Improved Critical (Ex): At 5th level, a hair-trigger renegade gains Improved Critical for the weapon that he had taken Weapon Focus for to qualify for the hair-trigger renegade prestige class. If he has Weapon Focus for more than one one-handed firearm with a capacity of 4 or greater, he can choose which of those weapons he gains Improved Critical for. If he already has Improved Critical for all one-handed firearms with a capacity of 4 or greater that he has taken Weapon Focus for, he gains a bonus combat feat of his choice.

Deadly Shot (Ex): Beginning at 8th level, a hair-trigger renegade becomes extremely proficient at delivering lethal shots with a single one-handed firearm with a capacity of 4 or greater of his choice (such as revolver, pepperbox, etc.). Whenever he is wielding such a weapon, the critical multiplier of the weapon is increased from by 2 (so a revolver would increase from x4 to x6). This bonus doesn't stack with anything else that would increase the critical multiplier of the weapon (*so, for example, if another effect was already causing the critical multiplier of a revolver to be x5, it would still only be x6, not x7*).

Playing a Hair-Trigger Renegade

Hair-trigger renegades are essentially a type of gunslinger who specializes in guns that can hold a high capacity of bullets, usually focusing on revolvers. A hair-trigger renegade is at his best when he is able to stay in the back, away from up-front combat, and use his firearm and skillful shooting abilities to deal large amounts of damage to his targets from a range, dropping them off quickly before they can react. Further, because you can attack foes from a range, you can skillfully deliver death from just about anywhere on the battlefield without needing to move to engage your foe. As a result, you serve as a sort of "troubleshooter," laying damage down on the most threatening targets and taking them out before they have the opportunity to cause any more trouble.

Races: The most likely race for a hairtrigger renegade to be is human, as humans are the race to most embrace the invention of firearms, and, besides that, are very prevalent. That said, dwarves are also common among hair-trigger renegades, as many dwarves are also enthusiastic firearm users, and though dwarves tend to prefer rifles and other two-handed firearms, enough recognize the raw potential of revolvers and other high-capacity guns to join this class. Halflings and gnomes are far from uncommon, as many members of these races see such firearms as ways to "level the playing field" with Medium-sized creatures. It is very rare to see elven hair-trigger renegades, as most elves disdain firearms in favor of the bow, and so see little reason to specialize in them.

Religion: Hair-trigger renegades are rarely any more or less religious than they were before becoming hair-trigger renegades, and ultimately there is nothing about the class that makes a character more or less inclined to join a religion or worship a deity. Many hair-trigger renegades worship gods of war and combat, seeing themselves as little different from any other warrior on the field of battle. Some specifically worship deities normally devoted to archery, reasoning that firearms are "close enough" to fall within the deity's portfolio. Similarly, evil or melodramatic hair-trigger renegades might worship a god of death, seeing themselves, and their frightening, impersonal means of dealing death as making them agents of their god, while a hair-trigger renegade who worships a deity devoted to the protection of the innocent would use his abilities to defend those who need it most, and so on. It's not uncommon for six shooters to simply refrain from worship of any deities, however, simply going their own way

without any faith or church.

Other Classes: Hair-trigger renegades are, first and foremost, warriors. As such, they value others who are used to putting their lives on the line and taking the lives of their enemies. They get on especially well with gunslingers, and, in fact, have similar outlooks to members of that class overall. Beyond that, though, they have respect for warriors of various sorts, from fighters and barbarians to cavaliers and rangers. Often competitive and prone to showmanship, hair-trigger renegades commonly develop friendly rivalries with other warriors in the party, competing for who can get the most kills in a fight, or proving to the archer that he can fire off more shots faster, and so on.

This showmanship also tends to make hair-trigger renegades get along well with bards, as well as other characters who enjoy being boisterous and outspoken, or who know how to put on a show. Hair-trigger renegades appreciate the talents of mages and clerics, but don't really understand their viewpoint, and have difficulty relating with them. They do better with characters like rogues, because while they may be more martially-oriented than such characters, they can at least understand how they work and what motivates them with much better clarity.

Hair-Trigger Renegades in the World

My lord,

The rumors of these "hair-trigger renegades" are true, and then some. The Hillhammer dwarves have a team of expert shooters, armed with the latest and greatest in their new firearm technology. These weapons are far more powerful than the previous ones, firing almost as fast as our bows, maybe faster. And, if anything, they are even more deadly, puncturing our armor as though it were nothing. The leader of this force even wields two of the blasted weapons at once. Though they are few, they have been able to completely devastate everything we've thrown at them. I fear our plans of invasion will not go well. ~Brigadier Silthel Vannorius to Emperor Quolost the Grey

Daily Life: Hair-trigger renegades live and die by their skill with a gun, and so they understandably spend a lot of time practicing their marksmanship, whether by erecting areas for target practice and training, or else simply firing at things that happen to be nearby. They also practice other aspects of gunplay, such as their quick draw, hip-firing, trick-shooting and similar things. As with other characters who rely heavily on a firearm, hair-trigger renegades spend a good deal of time each day caring for their firearm, disassembling it and cleaning all of the component pieces, ensuring that everything is in its proper place, making sure that the cartridges are fully loaded, and so on and so forth.

While most hair-trigger renegades make their way as adventurers, mercenaries, or elite soldiers, and earn their suppers by dealing death on the battlefield, a handful make their living as travelling entertainers, displaying their quick shooting abilities (and any other deeds they might have learned from other classes) in shooting exhibitions. Such characters generally perform at least once a night as long as there's a small town or farmstead nearby he can perform for, even if it's just in exchange for a bed and a meal.

Notables: Because of their uncanny shooting abilities, which both serve to awe and inspire those who see them work, and also serve to make them some of the most deadly warriors available, hair-trigger renegades of exceptional skill tend to become very well-known, either as beloved folk heroes or as infamous mercenaries, available to the highest bidder.

One such mercenary, Osric "Five Bullet" Thomas, is well-known for being among the deadliest gunslingers in the world. He sells his services as a select and elite assassin, and will only accept jobs that he finds suitably "interesting." He is said to be such a great shot that he has never fought an opponent that he didn't kill in less than 5 shots. Rumors abound that he keeps a powerful sixth bullet in the chamber, ready in case it's needed, that has some unprecedented magical enhancements that make it extremely deadly, ensuring he'll never have to reload in combat.

A more well-liked hair-trigger renegade is Drogar Hillhammer, a dwarf who uses his twin pistols to defend his homeland from invasion. A high-ranking guard in the dwarven hold of Irondale, Drogar fell in love with firearms when he first saw them on a gnomish trader's caravan, and became a devoted gun enthusiast ever since. Though the more traditional members of the guard were hesitant about the idea, he was able to demonstrate firearms' effectiveness and guickly created his own division of defenders in the hold, which specialized in firearms, called dragoons. Since that time 20 years ago, his dragoons have proven so effective that the entire guard force of the hold now wields firearms, and Drogar's elite team now consists primarily of hair-trigger renegades and other specialized gunslingers.

Bloody Sarah is an infamous hair-trigger renegade, a fugitive wanted dead or alive in dozens of kingdoms. She acts primarily as a bandit, ambushing caravans carrying particularly valuable cargo, murdering everyone with her devastatingly-effective shooting, and then making off with the treasure. She is wellknown for her bright red cloak and hat, which she wears whenever she attacks a caravan. The current reward for her capture varies from kingdom to kingdom, but is generally between 10,000 and 20,000 gold pieces.

Organizations: There are no large organizations devoted to hair-trigger renegades in specific, but there are a number of smaller, more local organizations which are devoted to firearms in general and sometimes even revolvers or other high-capacity firearms in specific. These organizations are generally "brotherhoods," or "fellowships," or "lodges" and serve primarily as places for like-minded firearm enthusiasts to meet, relax, and discuss and enjoy firearms. Such organizations might hold regular shooting and quick-draw competitions, and they would also occasionally good places to find a hair-trigger renegade or other skilled gunman available for hire.

NPC Reactions: Hair-trigger renegades tend to inspire awe in those who see their shooting, though the nature of that awe depends on the watcher and on the individual hair-trigger renegade. Many hair-trigger renegades can instill feelings of amazement and wonder in watchers, who quickly come to view the gunman as a hero (especially younger children). At the same time, however, if an NPC is fearful of armed warriors in general, or if the hair-trigger renegade is a particularly cruel or unpredictable individual, prone to making threats or outright shooting anyone who gets on his nerves, then most NPCs will react with great fear. Of course, in order for any of this to occur, the NPC would need to have seen a demonstration of firearms, and likely the hair-trigger renegade's skill with them. To NPCs who've never seen a gun, a revolver doesn't look like a terribly intimidating weapon.

With the exception of those NPCs who have strong feelings about firearms, however, a hairtrigger renegade is largely viewed by NPCs in a similar light to a fighter or other warrior, except that those feelings are more intense, magnified by the intensity of his chosen weapon.

Hair-Trigger Renegade Lore: Characters with ranks in Knowledge (engineering) or Knowledge (local) can research hair-trigger renegades to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.



Image:
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Table 2-2: Hair-Trigger Renegade Lore DC Information

Hair-trigger renegades are marksmen who

- 10 specialize in firearms that hold multiple rounds of ammunition at once.
- Because their chosen weapon can hold several rounds of ammunition, hair-trigger
- 15 renegades are able to fire more rapidly than other gunslingers, and they take advantage of this fact.

Particularly skilled hair-trigger renegades 20 can fire off bullets extremely quickly, firing off six shots in less than as many seconds.

A hair-trigger renegade is incredibly lethal with his revolver, dealing notably more damage than most marksmen would do

²⁵ with the weapon, and capable of dealing particularly devastating hits, especially if he gets several hits in succession.

Characters who achieve this level of success can learn important details about a specific

30 hair-trigger renegade, the areas in which he operates, the activities he undertakes, and so on.

Sharp Shooter

Yeah, pistols and revolvers are nice, I suppose, but at the end of the day they're just kids' toys, not weapons of war, and not tools for hunting. Their range is too short, and they don't pack enough punch. No, if you want a real weapon, the kind where you can drop your target from 50 yards before he even knows you're coming, with a single, well-placed shot, well, for that you'll need a rifle. And you'll need to learn how to use it properly, too.

~Samuel Ustvaldt, sharp shooter.

While one-handed firearms may be easier to carry and more convenient to fire, they can't really compare to two-handed firearms in terms of raw power, the amount of force the bullet strikes with and the distance that it flies. Because of this, weapons like muskets and rifles have a special place amongst firearms, as the provision of serious marksmen. Their range allows a skilled shooter to take down an opponent from previously undreamed-of distances, and their force means that they can be extremely deadly if wielded in the right hands. Those who devote themselves to this kind of incredible marksmanship are called sharp shooters, and they are the terror of battlefields and public figures everywhere.

Making a Sharp Shooter

While sharp shooters can function perfectly well in the thick of battle, acting as artillery and unloading point-blank at foes, they also have the unique ability to pick targets off at an extreme range, or to pin them down, causing them to flee from this superior fire and take cover. Sharp shooters don't make use of grit, however, so while a sharp shooter could come from the gunslinger class, it's equally easy for one to come from classes such as fighter, rogue, or ranger.

Requirements

To qualify to become a sharp shooter, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Perception 6 ranks, Stealth 6 ranks **Feats:** Point-Blank Shot, Precise Shot, and Weapon Focus in a two-handed firearm with a range increment of at least 30 ft.

Ability Scores: Dexterity is of paramount importance to a sharp-shooter, as it determines the attack bonus on rolls made with his ranged weapons, and also allows him to better hide from those he is trying to fire on secretly. Intelligence is also of importance, increasing the number of skill ranks available, and, in conjunction with the quick aim class feature, can greatly increase the sharp shooter's combat capabilities. Strength and Constitution generally are of less importance to a sharp shooter, as most sharp shooters do their best far from the front lines.

Alignment: Sharp shooters come from

every alignment, and no single alignment has any particular claim over members of the class. That said, the skillset of a sharp shooter, and the way in which he fights his foes, from a distance, impersonally, tends to lead most sharp shooters to be more philosophical about matters of alignment, and most sharp shooters tend to gravitate towards neutral alignments, rather than extremes. There are, of course, exceptions, and there are plenty of lawful evil sharp shooters who serve as assassins, and chaotic good sharp shooters who use their skills to protect the innocent from afar by wounding or disabling their attackers.

Hit Die: d8

Class Skills

The sharp shooter's class skills are Knowledge (local) (Int), Knowledge (nature) (Wis), Perception (Wis), Stealth (Dex), and Survival (Wis)

Skill Ranks per Level: 6 + Intelligence modifier

Class Features

All of the following are class features of the sharp shooter.

Weapon and Armor Proficiency: A sharp shooter gains no new proficiencies with any weapons, armor, or shields.

Long Range (Ex): Beginning at 1st level, a sharp shooter is able to fire more accurately at longer ranges. Whenever he makes an attack with a two-handed firearm that has a range increment of at least 30 ft., he resolves the attack against the target's touch AC for one additional range increment than he normally would (for example, if firing an early firearm at a target within two range increments, it would still be resolved against the target's touch AC, and if firing an advanced firearm at a target within six range increments it would still be resolved against the target's touch AC). This does not in any way alter the maximum firing range of the firearm. At 3rd level, and every two levels thereafter, this ability improves, and the sharp shooter resolves the attack as a touch attack within one additional range increment, to a maximum of 5 increments more than he normally would at 9th level. This still does not increase the maximum firing range of the firearm.

Sniper's Sight (Ex): Sharp shooters have well-trained eyes that allow them to pick targets out at a distance. A sharp shooter gains a bonus on all sight-based perception rolls equal to his class level, and suffers half of any penalties imposed by distance on such checks.

Sharp Shooter's Aim (Ex): Beginning at 2nd level, a sharp shooter can take his time to carefully aim a shot, gaining bonuses on the attack. As a full-round action, the sharp shooter can aim his shot, naming a specific target. If he does, he gains a +2 circumstance bonus to attack and damage on the next attack he makes against the target with the two-handed firearm he is currently wielding (if he is not currently wielding a two-handed firearm he can't use this ability). The sharp shooter can use this ability multiple times in a row, and the benefits stack, so by spending three full rounds, the sharp shooter can amass a bonus of +6 to attack and damage. The sharp shooter can only benefit from a number of consecutive uses of sharp shooter's aim equal to 1/2 his sharp shooter level, rounded down. If the sharp shooter moves, or spends a round performing any activity besides aiming or firing at the target, this bonus is lost.

Hideaway (Ex): Beginning at 3rd level, the sharp shooter becomes better able to conceal his position while firing. When using the sniping application of the Stealth skill, the sharp shooter only suffers a -10 penalty on his Stealth roll to remain hidden. Each shot makes it harder to remain hidden, however, and the penalty increases by 5 with each shot fired, to a maximum penalty of -20.

Penetrating Shot (Ex): Beginning at 4th level, a sharp shooter is better able to make his shots hit home, piercing through any defenses the target might have. Whenever he uses his

Table 3-1: The Sharp Shooter						
	Base Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	SaveSpecial		
ist	+0	+0	+1	+o Long range +1, sniper's sight		
2nd	+1	+1	+1	+1 Sharpshooter's aim		
3rd	+2	+1	+2	+1 Hideaway, long range +2		
3rd 4th	+3	+1	+2	+1 Penetrating shot		
5th	+3	+2	+3	+2 Long range +3, rifle specialization		
6th	+4	+2	+3	+2 Quick aim		
7th	+5	+2	+4	+2 Greater hideaway, long range +4		
8th	+6	+3	+4	+3 Sniper's aim		
9th	+6	+3	+5	+3 Improved critical, long range +5		
10th	+7	+3	+5	+3 Greater penetrating shot		

sharp shooter's aim or quick aim class features, his attack also ignores a certain amount of the target's damage reduction, if any. For the purposes of the attack, the target's damage reduction is reduced by an amount equal to the sharp shooter's class level. This applies to all forms of damage reduction except DR/epic and DR/-.

Rifle Specialization (Ex): At 5th level, a sharp shooter gains Weapon Specialization for the weapon that he had taken Weapon Focus for to qualify for the sharp shooter prestige class. If he has Weapon Focus for more than one twohanded firearm with a range increment of at least 30 ft., he can choose which of those weapons he gains Weapon Specialization for. If he already has Weapon Specialization for all two-handed firearms with a range of at least 30 ft. that he has taken Weapon Focus for, he gains a bonus combat feat of his choice.

Quick Aim (Ex): Beginning at 6th level, the sharp shooter gains the ability to aim more quickly. While this is rarely as effective in the long-term as aiming properly, it can serve in a pinch. As a move action, the sharp shooter can aim at a single target he can see, gaining a competence bonus on the next attack and damage roll made against that target with a two-handed firearm this turn equal to his Intelligence modifier. This bonus does not stack with bonuses granted by sharp shooter's aim.

Greater Hideaway (Ex): At 7th level, the sharp shooter's ability to remain concealed while firing improves further, and the penalty to Stealth checks for sniping is only -5. Each attack still increases the penalty by 5, however, to a maximum of -15.

Sniper's Aim (Ex): Beginning at 8th level, the sharp shooter is incredibly proficient at making deadly kill shots. Whenever he uses his sharp shooter's aim class feature, for the purposes of that attack roll, he increases the critical multiplier of his weapon by 1 for each consecutive round of aiming (to a maximum bonus equal to 1/2 his class level, rounded down). For example, an 8th-level sharp shooter who spent four rounds aiming with a rifle would effectively have a critical multiplier for that attack of x8.

Improved Critical (Ex): At oth level, a sharp shooter gains Improved Critical for the weapon that he had taken Weapon Focus for to qualify for the sharp shooter prestige class. If he has Weapon Focus for more than one twohanded firearm with a range increment of at least 30 ft., he can choose which of those weapons he gains Improved Critical with. If he already has Improved Critical for all two-handed firearms with a range of at least 30 ft. that he has taken Weapon Focus for, he gains a bonus combat feat of his choice.

Greater Penetrating Shot (Ex): At 10th level, a sharp shooter can always aim for a target's weak spot, piercing any kind of tough hide or durable armor. Whenever he makes an attack with a two-handed firearm with a range least 30 ft., as long as that attack is at a close enough range for the attack to be resolved against the target's touch AC, the attack overcomes any damage reduction the subject might possess, except for DR/epic or DR/-.

Playing a Sharp Shooter

Sharp shooters use firearms to take their foes down swiftly and certainly with well-placed and precise shots, preferably from a long ways away from the target. This doesn't make a sharp shooter a coward, and he'll face down his opponents in a more up-close-and-personal kind of gun fight, if necessary, it just makes him cautious and pragmatic. Sharp shooters who belong to adventuring parties rarely have the luxury of picking their opponents off from hundreds of feet away, but instead have to make do in more traditional combat situations. Sharp shooters tend to fill the role of artillery, then, picking off key opponents from a range, and harassing or stopping the most dangerous of opponents.

Races: Like most classes that make heavy use of firearms, the most common race amongst sharp shooters is humans, as they have been the quickest to widely accept and adapt to the new firearm technology. Dwarves, who generally prefer two-handed firearms over one-handed ones, are also quite common amongst this class, more so than either of the other prestige classes in this book. On the other hand, the smaller races, such as halflings and gnomes, who have occasional members that become firearm enthusiasts, are less likely to take this path, preferring one-handed firearms, especially halflings. Half-orcs who take up firearms often go this path as well, specializing in hunting and taking down wild game. A surprising number of elves have become sharp shooters, because while they view firearms in general in a dim light when compared to bows, they have come to appreciate what they see as artistry in the art of sharpshooting and marksmanship from extreme distance.

Religion: Sharp shooters can belong to any religion, and there is no specific aspect of being

a sharpshooter that makes one any more or less likely to belong to a religion than members of other classes. Sharp shooters are a varied lot, and some sharp shooters are incredibly devout, seeing themselves as instruments of their faith and using their skills to hunt down enemies of their god. Many are just as religious as members of other classes, but don't directly mix their religion with their method of fighting. Still others are apathetic about religion, or else adamantly opposed to it: there's really no coherent pattern, and knowing that someone is a sharp shooter does not give any real clue as to his religious position.

Other Classes: Sharp shooters tend to be pragmatic and down-to-earth individuals, and usually approach adventuring with the mindset of one who has a job to do, and wants to get it done as safely and simply as possible. As such, they prefer to surround themselves with individuals who are equally capable and professional. They value those with talents other than their own, such as up-front melee fighters and spellcasters, especially illusionists and those who can arrange the battlefield to the party's advantage.

At the same time, however, they tend to quickly become frustrated with those who cause what they see as "unnecessary difficulties" for the party, such as barbarians who are prone to pick fights at inopportune times and places, or rogues with fingers that are just a little too sticky and land the party in hot water. That said, this doesn't mean that they have anything against those characters' professions, just their individual behavior.

Of course, not all sharp shooters are professionals, and some are quite boisterous and carefree. Though this is more rare, such jovial sharp shooters tend to prefer the company of those who are fun to be around, and value companions based more on the stories they can tell (and their willingness to listen to the sharp shooters' own exploits), than on their individual skills.

Sharp Shooters in the World

"Yes, I know the man. He hired me as a guide for an expedition up Mount Karakaras, to hunt for the game found only in that region, and, specifically, the legendary Grobslatch beast. I was wary to take him, at first, because I have no intention of going anywhere near a Grobslatch while it still breathed, but he demonstrated his weapon to me and told me that neither did he. He is very clever, and dangerous. Not a man I would want as an enemy. We never did find a Groblsatch, though he was able to fell a Vryk'kool and a pair of Nyaroi, and if we had found a Grobslatch, I'm not certain he wouldn't have been able to slay it."

~Yusi, Caolicoan guide

Daily Life: While the skillset of sharp shooter does not necessarily require that much commitment in one's daily life, nonetheless the best sharp shooters are ones who devote themselves wholly to their art, training their craft every day, and working to develop an intuitive feel for their firearm, until firing it is almost like an extension of their own body, perfectly natural in every way. Even those who don't practice for practice's sake often do so for fun, or find other reasons to use their firearms, such as by regularly hunting game or having shooting contests with other skilled marksmen.

Like all who rely heavily on firearms for protection, sharp shooters spend a fair amount of time regularly cleaning, inspecting, and caring for their weapons. These devices are much more complicated than a simple sword or spear, and even slight misalignments or dirt or grime in the wrong place can be the difference between a perfectly-placed shot and a total miss. As such, sharp shooters generally spend even more time on such chores than other gun-wielding characters.

Notables: Due to their tendency to shoot their foes from extremely long range, some would argue that the most successful sharp shooters are those whose names remain unknown, as no one who's seen them shoot has lived to tell the tale. That said, most sharp shooters take a certain amount of pride in their abilities, and may make a name for themselves in shooting contests, or just by impressing their travelling companions with their ability to fell foes (and game) from a distance.

One notable sharp shooter is Sir Roger d'Laney, a somewhat eccentric and heavily martially-inclined member of the lesser nobility. The nobility in d'Laney's lands have a long and proud tradition of hunting as sport, and his love of the rifle came from its applications in taking down game. He has become entirely obsessed with the sport, and is always working towards his next big hunt, plotting to take down larger and larger and more exotic animals each time. He recently felled a wyvern from 150 paces (if his tales are to be believed) and is supposedly setting his sights on slaying a true dragon with his trusty firearm.

Another noteworthy sharp shooter is Madame Veronica Grey. Though she was once an assassin of great skill, using her marksman abilities to kill her targets from great range, and able to command great prices for her services, she was redeemed by a humble priest of a god of peace and tranquility, and has renounced her former life, retiring to become the owner of a grand hotel and tavern and refusing to ever again take a life. Many individuals and organizations still desire her services, though, and she is occasionally targeted by them in an attempt to force her to resume her old ways.

Organizations: While there aren't any organizations devoted specifically to sharp shooters, such characters will find that their skills make them a welcome addition to a number of more generalized organizations. Many hunting clubs or explorer's societies recognize how valuable a skilled sharp shooter can be, to say nothing of less savory organizations, such as assassin or mercenary guilds. Beyond that, sharp shooters with a flair for the dramatic can typically expect steady employment in a travelling faire or circus or other form of entertaining troupe, putting his skills on display. NPC Reactions: For the most part, the average NPC is unlikely to have terribly strong feelings about the average sharp shooter, at least as far as his class is concerned. While those who are well-versed in what a sharp shooter and his firearm are capable of may be somewhat intimidated by that, to the point of outright distrust and, in extreme cases, paranoia and hostility, most NPCs don't think too much about the possibility of being shot in the head from hundreds of feet away, and, as a result, most sharp shooters are thought of in more or less the same fashion as an archery specialist, or someone who was well-known to be a skilled hunter.

That said, if the sharp shooter develops a particularly strong reputation, this may change. Many sharp shooters take up careers as professional killers-for-hire, and any sharp shooter who becomes well-known for such work will suffer the same social stigmas as a member of the assassin prestige class.

Sharp Shooter Lore: Characters with ranks in Knowledge (engineering) or Knowledge (local) can research sharp shooters to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 3-2: Sharp Shooter Lore DC Information

DC	Information
10	Sharp shooters are marksmen who specialize in two-handed firearms that possess a greater range.
15	Because their chosen weapon remains effective at long ranges, sharp shooters specialize in careful aim and great feats of accuracy.
20	A sharp shooter's shots are well-placed and made with high-caliber rounds, allowing them to do incredible amounts of damage with a single shot.
25	Sharp shooters specialize in firing from extreme range, and most sharp shooters are as accurate at their weapon's maximum range as they are from only a few feet away.
30	Characters who achieve this level of success can learn important details about a specific sharp shooter, the areas in which he operates, the activities he undertakes, and so on.



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A Whole New Frontier of Gunslinging!

Guns may not exactly be a staple of fantasy settings, but that doesn't mean that they can't add a wealth of flavor, fun, and excitement to your game. With the gunslinger class, from paizo's Ultimate Combat, and the rules for firearms also included in that book, guns have officially been introduced to the Pathfinder Roleplaying Game, and have also been re-envisioned for the 3.5 OGL rules in general.

This book aims to expand on that achievement by providing three firearm-themed prestige classes, each of which approaches the gun in a different way. The book includes the gun mage, who mixes guns and magic for surprising and powerful results, the hair-trigger renegade, who specializes in high-capacity firearms and in making several shots in a round, and the sharp shooter, who specializes in eareful, well-aimed shots designed to blow past the target's defenses. Each of these classes has mechanics designed to make them feel unique and set apart from each other, as well as others who use firearms, and each has several exciting new class features which will make playing with guns more fun than it's ever been.

While most of these classes will benefit from a character taking levels in the gunslinger class, none of them require it, though players will need access to the firearms rules presented in Ultimate Combat.

ROLEPLAYING GAME COMPATIBLE