

Porphyra



GUNSLINGERS OF PORPHYRA

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In the world of Porphyra, firearms are a rarely understood weapon used only by the bravest of souls. It takes an iron soul to wield such a dangerous weapon, and gunslingers prove their mettle each time they step onto the battlefield, a thunderous explosion of black powder announcing their arrival and signaling the death of their foes. And yet even as cavalier as these warriors can be, they are among the most composed in combat, knowing their every move could be their last, for even their own weapon could betray them.

Firearm technology has advanced leaps and bounds in the Hinterlands of Kesh, and their people are constantly perfecting the art of using alternative materials for firearms. The first adamantine firearms changed the face of war among the people of Porphyra, and soon demands for more ornate firearms were issued. Those of the Hinterlands of Kesh attempted to keep up with the demand, working to craft firearms out of more unique materials, the most successful of them being porphyrite. While the mystical mineral is plentiful, the effort needed to use the strange material in firearm creation has led to a shortage of such weapons, and 'purple slingers' as they are known are still a rare sight among those wielding firearms. Pistoleros and musket masters are the most common types of slingers found in the Hinterlands of Kesh, yet occasionally an elemental gun may find their way to the Hinterlands.

The duelists of Iffud took note of these weapons, considering them the most proper of dueling instruments, and yet such ornate weapons weren't enough for them, and they experimented with more esoteric modifications. With years of refinement, the art of modification was born, and Iffud became a haven for those wishing to further alter their weapons, leading to the proliferation of firearms in the region. Such weapons are often named, and the landscape itself is full of those wishing to prove their bravery in duels. Black powder duelists are common, considering the sword cane pistol the most proper of dueling weapons; at times a less cultured melee slinger may decide to enter the fray, fighting for honor in their own way.

It has been said that the most experienced Puritan Redemptors of the Way of the Gun require a perfectly modified gun, considering it an extension of their bodies. Such warriors are fiercer than any others with firearms, the mix of magic and black powder that is respected by all. Such weapons have been blessed by the witch-doctors of Avandrool, being given a life and spirit of their own. These bonded slingers have a zeal for combat that is unmatched by their fellows, showing complete confidence in their weapons.

For the most exacting modifications, a gunslinger must head to the Fortress of the Eye in the Hinterlands of Kesh, as only the half-cyclopes

there are truly capable of bringing out the potential of a firearm. With expert care, they can create masterpieces that would make even the most seasoned gunsmiths weep, their skill with the intricate mechanics of firearms beyond compare. Although how one goes about enlisting their aid is up to them, as they won't simply create a firearm of such value for anyone.

ALTERNATIVE DEEDS

Unlike other ranged combatants, the gunslinger knows how to make the best of their unique weapon, finding tricks and solutions to things that would normally be impossible. Through grit and guile, a gunslinger can change the tide of combat with only a moment's notice, often even surprising themselves.

Whenever a gunslinger would gain 1 or more deeds from the gunslinger class, they can replace 1 of them with an alternative deed. A gunslinger cannot choose to replace a deed gained from an archetype, although if an archetype replaces a deed or if a gunslinger chooses to replace a deed, that deed is added to the list of alternative deeds available to the gunslinger.

1ST LEVEL ALTERNATIVE DEEDS

Always Loaded (Ex) At 1st level, as long as the gunslinger has at least 1 grit point, they can reload an additional shot as a free action.

Dedicated Specialist (Ex) At 1st level, as long as the gunslinger has at least 1 grit point, they gain the signature weapon vigilante talent. They must select a type of firearm (one- or two-handed). A gunslinger with this deed is treated as though they possessed the Weapon Focus feat, as well as Weapon Specialization at 8th level for the purpose of meeting the prerequisites of feats which require those feats.

Determination (Ex) At 1st level, a gunslinger with this deed is treated as though they possessed both the Endurance and Diehard feat for the purposes of meeting the prerequisites of feats which require them. In addition, as long as the gunslinger has at least 1 grit point, they gain the benefits of the Diehard feat whenever their hit point total is below 0.

Feint Shot (Ex) At 1st level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Ranged Feint feat, although they do not have to fire their weapon to use it.

Hedged Shots (Ex) At 1st level, a gunslinger can spend 1 grit point whenever they attack with two weapons. As long as one of them is a firearm, they can take a –1 penalty with attacks made with one of their weapons to gain a +1 to attack and damage rolls with another as long as that attack is made with a firearm. At 4th level and every 4 levels afterwards, the gunslinger can increase this penalty and bonus by 1.

Reload Expert (Ex) At 1st level, a gunslinger with this deed is treated as though they possessed the Rapid Reload feat for the purposes of meeting the prerequisites of feats which require them. In addition, as long as the gunslinger has at least 1 grit point, they gain the benefits of the Rapid Reload feat and can reload a two-handed firearm as a standard action before applying the Rapid Reload feat.

Seamless Reload (Ex) At 1st level, as long as the gunslinger has at least 1 grit point, whenever they wield 2 one-handed firearms, they do not require a free hand to reload.

Sharp Sights (Ex) At 1st level, a gunslinger with this deed is treated as though they possess both the Point-Blank Shot and Precise Shot feat for the purpose of meeting the prerequisites of feats which requires them. As long as the gunslinger has at least 1 grit point, they also gain the benefits of having the Precise Shot feat.

3RD LEVEL ALTERNATIVE DEEDS

Bullet Disarm (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, they are treated as though they possess the Ranged Disarm feat, even if they do not meet the prerequisites.

Bullet Trip (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, they are treated as though they possess the Ranged Trip feat, even if they do not meet the prerequisites.

Deft Shootist (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, the gunslinger is treated as though they possessed the Deft Shootist feat, even if they do not meet the prerequisites.

Drill Shot (Ex) At 3rd level, the gunslinger can damage another creature's armor with a ranged attack, reducing its armor bonus by 1 for every 3 gun-

slinger levels they possess. This reduction lasts until the armor is repaired. A gunslinger must spend 1 grit point to use this deed.

Gritty Resolve (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, they are treated as though they possess the Deathless Initiate feat, even if they do not meet the prerequisites. A gunslinger must possess the determination deed to select this deed.

Gunrunner (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Shot on the Run feat, even if they do not meet the prerequisites.

Ricochet Shot (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, the gunslinger is treated as though they possessed the Ricochet Shot feat, even if they do not meet the prerequisites.

Twin Trigger Shot (Ex) At 3rd level, the gunslinger can make 1 attack with two different firearms as a standard action as though fighting with two weapons.

7TH LEVEL ALTERNATIVE DEEDS

Blazing Barrel Charge (Ex) At 7th level, while the gunslinger uses their gunrunner deed, they can make a full attack. A gunslinger must spend 1 grit point to use this deed and have the gunrunner deed to select this deed.

Bullet Drop (Ex) At 7th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Ace Trip feat, even if they do not meet the prerequisites. If the trip attempt is successful, the gunslinger can spend 1 grit point as a swift action to make an attack against the target. A gunslinger must have the bullet trip deed to select this deed.

Bullet Push (Ex) At 7th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Ace Disarm feat, even if they do not meet the prerequisites. If the disarm attempt is successful, the gunslinger can spend 1 grit point as a swift action to make an attack against the target. A gunslinger must have the bullet disarm deed to select this deed.

Dirty Shot (Ex) At 7th level, the gunslinger can perform a dirty trick combat maneuver with a firearm within its first range increment. A gunslinger must

spend 1 grit point to use this deed.

Improved Utility Shot (Ex) At 7th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Finesse Shot feat, even if they do not meet the prerequisites. A gunslinger must have the utility shot deed to select this deed.

Leaping Shot (Ex) At 7th level, as long as the gunslinger has at least 1 grit point, the gunslinger is treated as though they possessed the Leaping Shot feat, even if they do not meet the prerequisites.

Never Down (Ex) At 7th level, a determined gunner can gain the benefits of the Heroic Defiance feat, even if they do not meet the prerequisites. A gunslinger must spend 1 grit point to use this deed and possess the determination deed to select this deed.

Reliable Shot (Ex) At 7th level, as long as the gunslinger has at least 1 grit point, they reduce the misfire value of all firearms they wield by 1. They can spend 1 grit point to reduce the misfire value of a firearm they wield to 0 for 1 minute.

11TH LEVEL ALTERNATIVE DEEDS

Filthy Shot (Ex) At 11th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Improved Dirty Trick and Greater Dirty Trick feats, and no longer needs to spend grit to perform a dirty trick. They can spend 1 grit to perform a dirty trick as the first attack in a full round attack. A gunslinger must have the dirty shot deed to select this deed.

Heavy Pistol-Whip (Ex) At 11th level, whenever the gunslinger uses their pistol-whip deed, the attack deals an additional +2d8 damage (2d6 if wielded by Small creatures).

Impossible Reflexes (Ex) At 11th level, whenever the gunslinger draws their weapon with the gunslinger's initiative deed, if their firearm is already loaded they can make an attack as an immediate action. A gunslinger must have the gunslinger's initiative deed to select this deed.

Improved Dead Shot (Ex) At 11th level, whenever the gunslinger uses their

dead shot deed, they can spend 1 grit point to increase the damage of this deed by an amount equal to their Dexterity modifier for each hit that successfully hits the target's AC beyond the first. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

Sharp Maneuver (Ex) At 11th level, whenever the gunslinger successfully initiates a combat maneuver with their firearm, they deal damage equal to their Dexterity modifier (minimum 1). A gunslinger must have the bullet disarm, bullet trip, or dirty shot deed to select this deed.

Sneaky Feint (Ex) At 11th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the cunning feint vigilante talent.

Targeting Follow up (Ex) At 11th level, whenever the gunslinger uses their targeting deed, they can make a second attack with a –5 penalty against the same creature. A gunslinger must have the targeting deed to select this deed.

15TH LEVEL ALTERNATIVE DEEDS

Calculated Retreat (Ex) At 15th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possessed the Parting Shot feat. They can spend 1 grit point while using this feat to instead make a full attack.

Outlaw Shot (Ex) At 15th level, as long as the gunslinger has at least 1 grit point, they are treated as possessing the Dirty Trick Master and Superior Dirty Trick feats. A gunslinger must possess the filthy shot deed to select this deed.

Master Feint (Ex) At 15th level, as long as the gunslinger has at least 1 grit point, they are treated as though they possess the concealed strike vigilante talent. A gunslinger must possess the feint shot deed or Ranged Feint feat to select this deed.

Speed Shot (Ex) At 15th level, the gunslinger can make an additional attack during a full attack action (they can still gain additional attacks from a high base attack bonus, from this ability, and from haste and similar effects). A gunslinger must spend 2 grit points to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a

deed costs (such as Signature Deed).

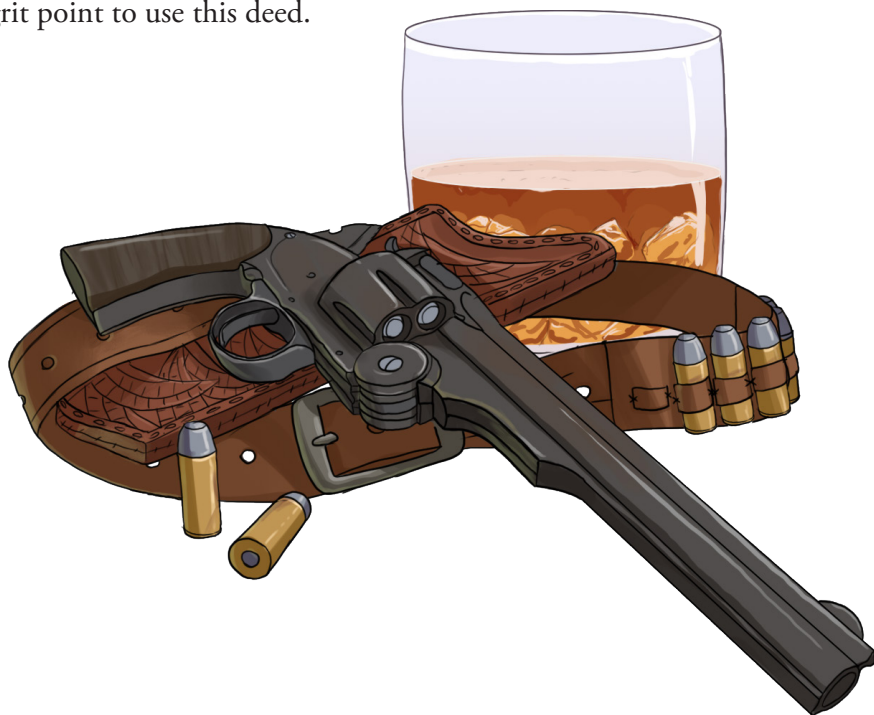
Targeting Assault (Ex) At 15th level, whenever the gunslinger uses their targeting follow up deed, they can spend 1 grit to make a full attack. The first attack of the full attack targets a creature's body part as per the targeting deed. A gunslinger must have the targeting follow up deed to select this deed.

19TH LEVEL ALTERNATIVE DEEDS

Critical Shot (Ex) At 19th level, the gunslinger can treat their next attack as a critical threat if it hits. A gunslinger must spend 3 grit points to use this deed.

Full Auto Dead Shot (Ex) At 19th level, the gunslinger no longer needs to spend 1 grit to use their improved dead shot deed as long as they have at least 1 grit point. A gunslinger must have the improved dead shot deed to select this deed.

Severing Shot (Ex) At 19th level, the gunslinger can make a single attack as a full round action. If this attack is successful, the target must make a Will saving throw (the DC = 10 + 1/2 the gunslinger's level + the gunslinger's Wisdom modifier) or be unable to use any supernatural abilities, spell-like abilities, or spellcasting they possess for 10 minutes. A gunslinger must spend 1 grit point to use this deed.



FIREARM MODIFICATIONS

Unlike other weapons, firearms are full of complex parts that are easy to change out and modify in whatever way one wishes. While doing so can help one customize a weapon to their specifications, it can also lead to problems. A non-broken firearm can have a modification installed onto it for 250 gp, with each additional modification costing an additional 1,000 gp. A one-handed firearm can have up to 2 modifications, while a two-handed firearm can have up to 3 modifications. All advantages and disadvantages of a modification stack with each other, and some modifications can only be applied to certain weapons. When a firearm modification is added to an axe musket, pistol dagger, sword cane pistol, or warhammer musket, these modifications only apply to the firearm part of the weapon unless otherwise stated.

To add a modification onto a new or existing firearm, a character must possess the Gunsmithing feat and make a DC 20 craft (firearms) check, with each additional modification past the first that the firearm possesses adding +5 to the DC of the craft check. A firearm with 2 or more modifications cannot be used when it has the broken condition, and must be fixed before it can be used again.

Concentrated Shot A firearm which has a x3 or x4 critical multiplier with this modification increases its critical range by 1 (this increase stacks with others, however it is applied last.) Firearms with this modification have their critical multiplier reduced to x2.

Firm Grip A one-handed firearm with this modification is treated as a light weapon when two-weapon fighting. Firearms with this modification increase their misfire value by 1.

Improved Capacity A firearm with this modification increases its capacity by 50% (minimum 1). Firearms with this modification increase their misfire value by 1.

Improved Firing Mechanism A firearm with this modification reduces its misfire value by 2. Firearms with this modification suffer a -1 penalty to attack and damage rolls.

Improved Loading Mechanism A two-handed firearm with this modification can be reloaded as a standard action. This modification stacks with any other reductions to reloading speed, such as alchemical cartridges and the

Rapid Reload feat. Firearms with this modification suffer a –1 penalty to damage rolls. This modification does not count against the limit of modifications a weapon can possess.

Magical Conduit A musket axe, musket warhammer, pistol dagger, or sword cane pistol with this modification can be enchanted as a single weapon instead of as a double weapon. Firearms with this modification suffer a –1 to damage rolls. This modification does not count against the limit of modifications a weapon can possess.

Magnum Shot A one-handed firearm with this modification gains a +2 bonus to damage rolls. All firearms with this modification suffer a –1 penalty to attack rolls.

Precise Sights A firearm with this modification gains a +1 bonus to attack rolls. Firearms with this modification increase their misfire value by 1. This modification cannot be combined with scope.

Resilient Design A firearm with this modification ignores all effects of the broken condition. Firearms with this modification increase their misfire value by 1.

Rifled Barrel A firearm with this modification has its range increment increased by 50% (minimum 10 ft.). Firearms with this modification reduce its damage die by 1 step. This modification cannot be combined with short barrel.

Scope A two-handed firearm with this modification gains a +2 bonus to attack and damage rolls when the wielder uses the stealth skill to snipe. Firearms with this modification suffer a –1 penalty to attack rolls when the wielder doesn't use the stealth skill to snipe. This modification cannot be combined with precise sights.

Short Barrel A two-handed scatter firearm with this modification increases the area of its scatter shot by 5 ft. Firearms with this modification suffer a –1 penalty to attack and damage rolls (which stacks with the penalty for making a scatter shot). This modification cannot be combined with rifled barrel.

Silencer A firearm with this modification no longer produces a loud report when fired, requiring a DC 10 Perception check to hear it from 30 ft. or

closer. Firearms with this modification suffer a -1 penalty to damage rolls.

ALTERNATIVE MATERIALS

Whereas swords and other weapons can benefit from being made of different materials, as well firearms gain benefits from being constructed of new and rare materials. The following materials provide the listed benefits, and do not count against the limit of modifications a firearm can possess:

Adamantine Firearms constructed of adamantine can handle a much larger dose of black powder when being fired, allowing for more powerful shots. A firearm constructed out of adamantine receives a $+2$ bonus to damage rolls within its first range increment, and a $+1$ to damage rolls outside of its first range increment, although it requires an additional dose of black powder when firing to gain this benefit.

Cost $+3,000$ gp

Cold Iron Firearms constructed out of cold iron allow for a much more precise shot, allowing ammunition to travel more aerodynamically through the barrel. A firearm constructed out of cold iron increases its range increment by 20 ft.

Cost $+2,000$ gp

Fire-forged Steel Firearms constructed out of fire-forged steel are able to channel the heat of the weapon into their bullets, making them that much more dangerous. A firearm constructed out of fire-forged steel increases the DC of any gunslinger deed by $+1$ when this firearm is used and deals 1 (additional) point of fire damage.

Cost $+3,000$ gp

Frost-forged Steel Firearms constructed out of frost-forged steel are able to channel the cold of the metal into their bullets, making them much more dangerous. A firearm constructed out of fire-forged steel increases the DC of any gunslinger deed by $+1$ when this firearm is used and deals 1 (additional) point of cold damage.

Cost $+3,000$ gp

Mithril Firearms constructed out of mithril are much more precise in their loading mechanisms, allowing ammunition to be fed into the weapon more

smoothly. A firearm constructed out of mithril treats all rounds as alchemical rounds for the purpose of reloading speed, although using alchemical rounds in a firearm constructed out of cold iron does not further reduce the amount of time needed to reload such a firearm.

Cost +2,500 gp

Porphyrite Firearms constructed out of porphyrite are much more precise in their firing mechanisms, alleviating excess heat. A firearm constructed out of porphyrite reduces its misfire value by 1.

Cost +2,500 gp

Ulian Flint: Widely used in the Hinterlands of Kesh, this refined godmetal (see *Godmetals of Porphyra* and *Heroes of the Hinterlands of Kesh*) greatly reduces the cost of normal firearms by replacing complex mechanisms within the weapon. Pistols, coat pistols, blunderbusses and muskets cost 1/10 the listed price, and dragon pistols, pepperboxes, double-barreled pistols and double-barreled muskets cost ¼ the listed price. Ulian flint explodes when taken across a porphyrite border (see *Lands of Porphyra*) so they are rarely found outside Kesh.

Note: An existing firearm can be modified with parts from a specific material to gain the benefits of it, but doing so costs 50% more than making a new firearm out of the material. Any firearm made from a special material is automatically masterwork.

GUNSLINGER ARCHETYPES

The following gunslinger archetypes are commonly found in the nations of Porphyra that typically use firearms. Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype if they meet the requirements. A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

BLACK POWDER DUELIST

Unlike other gunslingers who are more gung-ho about their work, a black powder duelist knows when to act and when to hide their strength. With a stealthy weapon of choice, others often don't notice what has happened until the job is already done, the black powder duelist having moved onto their next target.

Duelist Gunsmith (Ex) A black powder duelist receives a sword cane pistol for their starting weapon, adding their black powder duelist level to the Perception check required to notice that a sword cane pistol is anything other than a normal cane.

This ability alters gunsmith.

Duelist Deeds (Ex) At each of the listed levels, a black powder duelist gains the following deeds:

Sheathe Control (Ex) At 1st level, as long as the black powder duelist has at least 1 grit point, they are treated as though they possess the Quick Draw feat, and can sheathe a sword cane pistol as a free action once per round after an attack. A black powder duelist treats a sheathed sword cane pistol as drawn for the purposes of if they can make an attack of opportunity with it.

This ability replaces the gunslinger's dodge deed.

Dual Weapon (Ex) At 3rd level, as long as the black powder duelist has at least 1 grit point, they can treat a sword cane pistol as a double weapon, being able to both attack with the blade and the pistol part of the weapon. When making a full attack action with a sword cane pistol while using it as a double weapon, ranged attacks made with the weapon do not provoke attacks of opportunity.

This ability replaces the gunslinger's initiative deed.

Extended Range (Ex) At 3rd level, as long as the black powder duelist has at least 1 grit point, the range increment of their sword cane pistol increases to 30 ft.

This ability replaces the pistol-whip deed.

Efficient Draw (Ex) At 7th level, as long as the black powder duelist has at least 1 grit point, whenever the black powder duelist draws their sword cane pistol, they can make an attack with both the blade and the pistol with a –2 penalty as a standard action as long as their target is within the black powder



duelist's reach.

This ability replaces the startling shot deed.

Wide Draw (Ex) At 11th level, whenever the black powder duelist draws their sword cane pistol, they are treated as though they possessed the Lunge feat until the end of their round, and deal an additional +2d6 damage if both attacks hit the same target. A black powder duelist must spend 1 grit point to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the expert loading deed.

Quicksilver Draw (Ex) At 15th level, whenever the black powder duelist uses their wide draw deed, if both attacks hit the same target, the additional damage increases to +3d6 and they can make an additional attack with either their blade or pistol against the same target with a –5 penalty as a swift action.

This ability replaces the evasion deed.

Master's Draw (Ex) At 19th level, whenever the black powder duelist uses their wide draw deed, if both attacks hit the same target, the additional damage increases to +4d6 and they can make an additional attack with both their blade and pistol against the same target with a –5 penalty as a free action. This deed cannot be used with the quicksilver draw deed.

This ability replaces the death's shot deed.

Duelist Training (Ex) At 5th level, a black powder duelist increases their skill with sword cane pistols. They gain a bonus on damage rolls equal to their Dexterity modifier on attacks made with sword cane pistols. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1.

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

BOMB SLINGER

While some gunslingers enjoy the feel of iron in their hands, there are others who wish for a larger explosion, combining black powder and science into an even more devastating combination. Bomb Slingers manage to mix both firearms and explosives into a single deadly package, making them far more destructive than a normal gunslinger could ever hope to be.

Explosive Training (Su) At 1st level, a bomb slinger gains the bomb class ability of the alchemist, increasing the damage of their bombs by +1d6 at 4th

level and every four levels afterwards (to a maximum of 6d6 at 20th level). Unlike an alchemist, a bomb slinger does not add their Intelligence modifier to the damage of their bombs. A bomb slinger uses their Wisdom modifier to determine how many bombs they can create each day in place of their Intelligence modifier.

This ability replaces the gunslinger's dodge deed and the bonus feats gained at 4th, 8th, 12th, 16th, and 20th level.

Grenade Launcher (Ex) At 1st level, a bomb slinger must select a musket for their gunsmith class feature. As a move action, a bomb slinger can treat a bomb as a piece of ammunition for the purposes of a two-handed firearm, allowing them to fire a bomb from their firearm. A bomb used in this always targets a creature's touch AC, even when firing beyond the weapon's first range increment, and is treated as a firearm attack for the purposes of recovering grit.

This ability alters gunsmithing and replaces the deadeye deed.

Artillery Specialist (Ex) At 2nd level and every 4 levels thereafter, a bomb slinger can learn an alchemist discovery that has the word bomb(s) in its name (such as fast bombs, void bomb, or frost bomb), treating their bomb slinger level as their alchemist level.

This ability replaces nimble.

Grenade Deeds (Ex or Su) At each of the listed levels, a bomb slinger gains the following deeds:

Grit Bomb (Su) At 3rd level, as long as the bomb slinger has at least 1 grit point, they can always create a bomb, even if they have used all of their bombs for the day. This bomb only deals 1d6 damage, but can have discoveries applied to it. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the gunslinger initiative deed.

Fusion Detonation (Ex) At 7th level, a bomb slinger can to apply two discoveries to a bomb at once, forcing a save against both discoveries. If both discoveries would change the damage type of the bomb, select 1 of the discoveries to influence the damage type (lowering the damage as appropriate). A bomb slinger must spend 1 grit point to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the dead shot deed.

Bomb Shot (Ex) At 11th level, a bomb slinger can load their weapon with a bomb when making a full attack. A bomb slinger must spend 1 grit point to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the and lightning reload deed.

Grenade Training (Ex) At 5th level, a bomb slinger increases their skill with two-handed firearms and bombs. They gain a bonus on damage rolls equal to their Dexterity modifier on attacks made with two-handed firearms and bombs. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1.

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

BONDED SLINGER

Many who see the link between a gunslinger and their gun already assume a supernatural connection, although only the most devoted and stalwart of gunslingers can forge such a bond, granting sentience to their weapon in a fashion that most thought impossible. A bonded slinger knows that they and their weapon are one, treating their weapon as a partner instead of as a tool.

Intelligent Firearm (Su) At 3rd level, the bonded slinger gains a powerful sentient weapon called a soul gun, although some bonded slingers simply imbue their weapon with sentience through the power of their bond with their firearm. A gunslinger with this class feature cannot take the familiar gunslinger arcana, and cannot have a familiar of any kind, even from another class.

Whenever a bonded slinger would gain new deeds, they gain 1 less deed. The bonded slinger can choose which deed they do not gain, although they cannot lose a deed gained through an archetype.

A soul gun is bonded to a particular bonded slinger, much like a familiar, but in more of a partnership than a master-servant relationship.

Wisdom: This is the wisdom score of the soul gun. It starts at 10 and increases by 1 for every two levels of the bonded slinger (at 3rd level, 5th level, and so on).

Intelligence and Charisma: As the bonded slinger increases in level, so do the Intelligence and Charisma of the soul gun. These abilities start at 6 and

increase by 1 for every two levels of gunslinger.

Ego: A soul gun starts with an ego of 5, and that ego increases as the firearm becomes more powerful, as per *Table: Soul Gun Progression* below. In cases where a wielder and the soul gun come into conflict, like any intelligent item, a soul gun can attempt to exert its dominance (see Intelligent Items). Due to its flexible and powerful nature, a soul gun has a nonstandard ego progression.

Languages and Skills: A soul gun starts with Common as a language. As the soul gun increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Perception. Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Perception.

Senses: A soul gun is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its gunslinger, even if the gunslinger is not currently wielding the soul gun.

Soul Gun Grit Pool: A soul gun has a grit pool with a number of points equal to 1 + its Wisdom bonus. Whenever a gunslinger would regain a grit point, they can instead choose to have their soul gun regain a grit point as long as it was used to initiate the attack which allowed the bonded slinger to regain a grit point.

Table: Soul Gun Progression

Gunslinger Class Level	Enhancement Bonus	Wis	Int/Cha	Ego	Special
3rd–4th	+1	11	7	5	Alertness, soul gun strike, telepathy, unbreakable
5th–6th	+2	12	8	8	Soul gun reliability
7th–8th	+2	13	9	10	—
9th–10th	+3	14	10	12	Teleport firearm
11th–12th	+3	15	11	14	—
13th–14th	+4	16	12	16	Transfer grit

15th–16th	+4	17	13	18	—
17th–18th	+5	18	14	22	Mental defense
19th–20th	+5	19	15	24	Bonded mastery

Soul Gun Ability Descriptions

A soul gun has special abilities (or imparts abilities to its wielder) depending on the wielder's gunslinger level. The abilities are cumulative. A soul gun normally refuses to use any of its abilities when wielded by anyone other than its gunslinger, and acts as a masterwork weapon of its type.

Alertness (Ex) While a bonded slinger is wielding their soul gun, they gain the Alertness feat.

Soul Gun Strike (Sp) As a free action, the bonded slinger can spend a point from the soul gun's grit pool to grant the soul gun a +1 bonus on damage rolls for 1 minute. For every four levels beyond 1st, this ability gives the soul gun another +1 on damage rolls.

Telepathy (Su) While a bonded slinger is wielding or carrying their soul gun, they can communicate telepathically with the firearm in a language that the gunslinger and the soul gun share.

Unbreakable (Ex) As long as it has at least 1 point in its grit pool, a soul gun is immune to the broken condition, including through a misfire. If broken, the soul gun is unconscious and powerless until repaired unless through a misfire, requiring the barrel to be cleared as normal. If destroyed, the soul gun can be reforged 1 week later through a special ritual that costs 200 gp per bonded slinger level. The ritual takes 24 hours to complete.

Soul Gun Reliability (Su) At 5th level, a soul gun reduces its misfire value by 1. At 10th level and every 5 levels thereafter, it reduces its misfire value by an additional 1.

Teleport Firearm (Sp) As a standard action, a bonded slinger of 9th level or higher can expend an grit point from their or their soul gun's grit pool, and can call their soul gun from as far as 1 mile away, causing it to instantaneously teleport to their hand.

Transfer Grit (Su) At 13th level, once per day, a bonded slinger can attempt

to siphon points from their soul gun's grit pool into their own grit pool. Doing so takes a full-round action and the bonded slinger must succeed at a Will saving throw with a DC equal to the soul gun's ego. If the bonded slinger succeeds, they regain 1 point to their grit pool for every 2 points he saps from their soul gun. If they fail the saving throw, the bonded slinger becomes fatigued (but can try again). If they are fatigued, they become exhausted instead. They cannot use this ability if they are exhausted.

Mental Defense (Sp) A bonded slinger of 17th level or higher can expend 2 grit points from their soul gun's grit pool as a free action; they then gain a bonus against mind affecting effects equal to $\frac{1}{4}$ their soul gun's ego for 1 minute.

Bonded Mastery (Su) A bonded slinger of 19th level regains 1 point of grit whenever their soul gun regains a point of grit.

DREAD SNIPER

Living life through the scope of a gun, a dread sniper sees every moment of the end of a creature's life. Firing from the shadows to disappear from sight just as quickly, a sniper takes lives with a cold and calculated accuracy that other gunslingers can hope to achieve.

Class Skills A dread sniper treats Stealth as a class skill.

The alters a gunslinger's normal class skills.

Sniper Gunsmith (Ex) At 1st level, a dread sniper must select a musket for their starting weapon, and they halve all range increment penalties when making ranged attacks with a firearm.

This ability alters gunsmith.

Deadly Sniper (Ex) At 5th level, a dread sniper must select either a musket or rifle for their gun training class feature. If a dread sniper uses the Stealth skill to snipe, the bonus from gun training doubles. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1.

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

Sniper Deeds (Ex) At each of the listed levels, a dread sniper gain the following deeds:

Fading Sniper (Ex) At 7th level, as long as the dread sniper has at least 1 grit point, they gain the stealthy sniper advanced rogue talent.

This ability replaces the dead shot deed.

Mobile Sniper (Ex) At 7th level, as long as the dread sniper has at least 1 grit point, if they successfully use the Stealth skill to snipe and remain hidden, they can move up to half of their base land speed, requiring another Stealth check to stay hidden at the end of their movement.

This ability replaces the startling shot deed.

Expert Targeting (Ex) At 11th level, when the dread sniper uses the Stealth skill to snipe, they can use the targeting deed with this attack as a full round action. A dread sniper must have the targeting deed to use this deed.

This ability replaces the bleeding shot deed.

Rapid Sniping (Ex) At 11th level, as long as the dread sniper has at least 1 grit point, they can increase the penalty to their Stealth check for sniping by -10 to make a second attack at a -5 penalty as a full round action.

This ability replaces the lightning reload deed.

Critical Sniper (Ex) At 15th level, whenever a dread sniper uses the Stealth action to snipe and their attack roll exceeds the target's AC by 10 or more, they can spend 1 grit point to treat the attack as a critical threat, reducing their weapon's critical multiplier down to x2 (if it was not already x2). This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the evasive deed.

Hide in Plain Sight (Ex) At 15th level, as long as a dread sniper has at least 1 grit point, they can use the Stealth skill while in one of their favored terrains even while being observed.

This ability replaces the menacing shot deed.

Overkill (Ex) At 19th level, as long as the dread sniper has at least 1 grit point, their critical sniper deed is treated as a critical hit rather than a critical threat.

This ability replaces the death's shot deed.

Favored Terrain (Ex) At 4th level, a dread sniper can select a type of terrain from Table: Ranger Favored Terrains. The dread sniper gains a +2 bonus on

initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when they are in this terrain. A dread sniper through their favored terrain normally leaves no trail and cannot be tracked (though they may leave a trail if they so chooses).

At 8th level and every four levels thereafter, the dread sniper can select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the dread sniper's bonuses do not stack; they simply uses whichever bonus is higher.

This ability replaces the bonus feats gained at 4th, 8th, 12th, 16th, and 20th level.

ELEMENTAL GUN (BUNDUQAR)

Whilst the zenidiqi people of Porphyra did not utilize firearms until after the NewGods War, those that took to their use integrated their devotion to the Four Elements and blended elemental kineticism with black powder weapons. In Old Porphyran, the name for firearm is “bunduqa” and those that fight with them in the elemental way, “bunduqar”. Deists have a dim view of such practitioners, and would sanction them on sight.

Elemental Shot (Su) At 1st level, an elemental gun selects an elemental focus and simple blast as a kineticist of their level, although they can only select an element which has an energy simple blast, and must select an energy simple blast (an elemental gun cannot use this simple blast, selecting it only for the purposes of the damage their elemental shot will deal). An elemental gun can only use a gun that isn't loaded, loading any firearm they hold with elemental energy as a free action which dissipates after 1 round, dealing damage appropriate to the weapon they are wielding. All damage done with an elemental gun's elemental shot ability is the same as their simple blast and always resolves against a target's touch AC. Using this ability with a firearm increases the misfire value of it by 1.

This ability replaces the deadeye deed.

Grit (Ex) An elemental gun cannot accept burn, although if they would be required to accept burn to use a substance infusion, they can instead spend an amount of grit equal to the amount of burn they would have had to accept.

Infusion Deeds (Su) At 3rd level, and every 4 levels thereafter, whenever an elemental gun would gain new deeds, they can choose to replace one with a substance infusion that could be applied to their simple blast, treating their elemental gun level as their kineticist level to determine which substance infusions they can select. Unlike a normal kineticist, the DC for an elemental gun's substance infusions is equal to $10 + 1/2$ the elemental gun's level + their Wisdom modifier, and an elemental gun can only apply an infusion to 1 attack per round.

Infusion Specialization (Su) At 6th level, whenever a elemental gun uses one or more infusions with a blast, they reduce the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0.

They reduce the burn cost by 1 additional point at 12th and 18th level.

This ability replaces the 4th, 8th, 12th, 16th, and 20th level bonus feats.

GUNSMOKE PHANTOM

There are some gunslingers that blur the line between mortal deeds and the supernatural, such as the gunsmoke phantom. Existing in a haze of black powder and explosions, a gunsmoke phantom fades in and out of existence without a trace, leaving only a passing plume of black smoke in its wake.

Gunsmoke Deeds (Ex or Su) At each of the listed levels, a gunsmoke phantom gains the following deeds:

Smoke Step (Su) At 3rd level, a gunsmoke phantom can teleport up to 20 ft. + 5 additional ft. per 3 gunsmoke phantom levels they possess as a move action. A gunsmoke phantom must have line of sight and line of effect to the square to which they are teleporting. A gunsmoke phantom must spend 1 grit point to use this deed.

This ability replaces the utility shot deed.

Haze of War (Su) At 7th level, a gunsmoke phantom can cast gaseous form as a spell-like ability. This effect lasts for 1 minute. A gunsmoke phantom must spend 1 grit point to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the startling shot deed.

Smoke Shield (Ex) At 7th level, as long as the gunsmoke phantom has at least



1 grit point, whenever they use their smoke step deed, all ranged attacks they make with a firearm do not provoke attacks of opportunity until the beginning of their next round.

This ability replaces the dead shot deed.

Sickening Haze (Su) At 11th level, as long as the gunsmoke phantom has at least 1 grit point, all movement made while using their haze of war deed does not provoke attacks of opportunity. Whenever the gunsmoke phantom enters a square adjacent to a creature, that creature must make a Fortitude saving throw with a DC equal to $10 + 1/2$ the gunslinger's level + the gunsmoke phantom's Wisdom modifier or be sickened for 1 round. A gunsmoke phantom can suppress or reactivate this deed as a swift or immediate action.

This ability replaces the bleeding wound deed.

Smoke Assault (Ex) At 11th level, a gunsmoke phantom is treated as though they possess the Dimensional Dervish feat, treating their smoke step deed as though it was dimensional door for the purposes of this feat. A gunslinger must spend 1 grit point to use this deed. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the lightning reload deed.

Deadly Haze (Ex) At 15th level, as long as the gunsmoke phantom has at least 1 grit point, they can make 1 attack action with a firearm while using their haze of war deed. If the gunsmoke phantom has the targeting or dead shot deed, they can use those deeds with this attack, although those deeds still require a full-round action.

This ability replaces the evasive deed.

Choking Haze (Su) At 15th level, as long as the gunsmoke phantom has at least 1 grit point, whenever they enter the space of a creature (which still provokes an attack of opportunity) while using their haze of war deed, that creature must make a Fortitude saving throw with a DC equal to $10 + 1/2$ the gunslinger's level + the gunsmoke phantom's Wisdom modifier or be nauseated for 1 round and take bludgeoning damage equal to the gunsmoke phantom's level.

This ability replaces the menacing shot deed.

HIGH ROLLER

To most gunslingers, misfiring a weapon is the worst thing about using firearms, willing to do whatever they can to avoid such a fate. But to a high roller, the risk is what makes such a weapon interesting to them, making them some of the most dangerous slingers around when the gods of luck are on their side: Ferrakus for Neutrality, Neria for Good, and Shade for evil. High Rollers almost always speak loudly of their devotion to one of these.

Gambling Deeds (Ex) At each of the listed levels, a high roller gains the following deeds:

Up the Ante (Ex) At 1st level, as long as the high roller has at least 1 grit point, they can increase the misfire value of one firearm they are wielding by 2 to increase the damage by +1d6 for 1 round. At 6th level and every 6 levels afterwards, a high roller can increase the misfire value of their weapon by an additional 2 to increase the damage by +1d6, up to an increased misfire value of 8 and an additional +4d6 damage at 18th level. A high roller can spend a number of grit points equal to 1/3 their level (minimum 1), each grit point spent this way reducing the misfire value of the weapon by 2. The increased misfire value from this deed can only be reduced by spending grit.

This ability replaces the gunslinger dodge deed.

Roll the Dice (Ex) At 3rd level, as long as the high roller has at least 1 grit point, they can increase the misfire value of their firearm by 1 as a free action to make a gambling shot once per round as either an attack action or the first attack of a full-round action. Whenever a gambling shot hits, instead of rolling damage, a high roller rolls a d6, misfiring on a roll of 1. On a roll of 2, 3, or 4, the high roller deals minimal damage for their firearm. On a roll of 5 or 6, the high roller deals maximum damage for their firearm. A high roller can spend 1 grit point to deal minimum damage on a roll of 1 or 2 (rolling a 1 does not result in a misfire when a high roller spends grit), while dealing maximum damage on a roll of 3, 4, 5, or 6. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

This ability replaces the pistol-whip deed.

Let it Ride (Ex) At 7th level, the high roller can make a gambling shot as an attack of opportunity. They can also increase the misfire value of their firearm by 2 as a free action to make an improved gambling shot. Whenever an

improved gambling shot hits, instead of rolling damage, a high roller rolls a d8, misfiring on a roll of 1 or 2. On a roll of 3 or 4, the high roller deals minimum damage for their firearm. On a roll of 5, 6, or 7, the high roller deals maximum damage for their firearm. On a roll of 8, the high roller deals maximum damage for their firearm and regains 1 grit. A high roller can spend 1 grit to reduce the misfire value of their firearm by 1 and deal minimum damage on a roll of 1, 2, or 3 (rolling a 1 or 2 does not result in a misfire when a high roller spends grit), deal maximum damage on a roll of 4, 5, 6, or 7, and deal maximum damage and regain a grit point on a roll of 8. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed).

Rolling an 8 on their damage roll on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the high roller's character level does not restore grit.

This ability replaces the dead shot deed.

Hot Streak (Ex) At 7th level, whenever the high roller deals maximum damage with a gambling shot or improved gambling shot, they can designate their next attack roll as a gambling or improved gambling shot, including attacks of opportunity. If a high roller spends a grit point while using their gambling shot or improved gambling shot, all gambling shots or improved gambling shots are treated as though they had spent a grit point on them until the beginning of the high roller's next round as long as the high roller doesn't misfire or deal minimum damage

This ability replaces the startling shot deed.

Loaded Dice (Ex) At 11th level, the high roller can spend 2 grit points to choose the result of 1 gambling shot or improved gambling shot damage roll.

This ability replaces the beeding wound deed.

All or Nothing (Ex) At 15th level, the high roller can increase the misfire value of their firearm by 3 as a free action to make a true gambling shot. Whenever a true gambling shot hits, instead of rolling damage, a high roller rolls a d2. On a roll of 1, the high roller misfires and takes damage as though their firearm had exploded, although they cannot make a Reflex save to halve the damage. On a roll of 2, the high roller deals maximum damage for their firearm, regains 1 grit point, and gains a number of temporary hit points equal to 1/2 their level which last for 5 minutes or until they are lost. These temporary hit points do stack with each other as well as other sources of temporary hit points. If a high roller rolls a 2 on their damage roll, they can activate

their hot streak deed to make a gambling shot or improved gambling shot. A high roller can only make 1 true gambling shot per round.

Rolling a 2 on their damage roll on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the high roller's character level does not restore grit or bestow temporary hit points.

This ability replaces the menacing shot deed.

Ace in the Hole (Ex) At 19th level, the high roller can spend 2 grit points to choose the result of 1 true gambling shot damage roll.

This ability replaces the death shot deed.

NEW FEATS

Below are new feats developed by gunslingers native to Porphyra.

DEED SPECIALIZATION (COMBAT)

A deed that you obsess over is much harder to resist for your enemies.

Prerequisite: Gunslinger 3rd

Benefit: Select 1 gunslinger deed you possess and increase its DC by +2.

EXTRA ALTERNATIVE DEED (COMBAT)

A wide variety of alternative deeds are yours to choose from.

Prerequisite: Gunslinger 3rd

Benefit: You gain 1 new alternative deed for which you qualify.

Special: You can select this feat multiple times, each time selecting a different alternative deed.

GREATER NAMED BULLET (COMBAT, GRIT)

Your named bullets can bypassed their intended foe's damage reduction.

Prerequisites: Improved Named Bullet, base attack bonus +9

Benefit: Whenever you spend a grit point to inscribe a name onto a bullet, this ammunition also ignores all damage reduction the target possesses.

IMPROVED NAMED BULLET (COMBAT, GRIT)

You can possess more than one named bullet in your arsenal.

Prerequisites: Named Bullet, base attack bonus +7

Benefit: For each grit point you spend, you can inscribe two different bullets with the same creature's name.

WRIST LAUNCHER EXPERT (COMBAT)

Your skill and speed with a wrist launcher makes you a sudden and deadly danger.

Prerequisites: Bolt Ace 1st

Benefit: You can treat a wrist launcher and a heavy wrist launcher as a cross-bow for the purposes of a bolt ace's class features. You also reduce the action needed to reload a wrist launcher by 1 step.

Special: If you possess the reload expert deed, you can apply its effects to a wrist launcher or heavy wrist launcher, reducing the action needed to reload a wrist launcher by 2 steps to a move action.

NEW MAGIC ITEMS

In the ten short centuries since The Calling, many innovative magical items have been developed on Porphyra by gunslingers and their spellcasting allies.

NEW MAGICAL ARMOR

Lucky Duster

Aura strong divination; **CL** 15th

Price 8,000 gp; **Weight** 5 lbs

Description

This long loose fitting *+1 armored coat* is treated as light armor for the purposes of proficiency and movement speed, gives a +1 luck bonus to AC. Once per day when the wearer is struck by a critical hit or sneak attack, if they possess the grit class feature, they can spend 1 grit point to negate the critical hit or sneak attack (similar to the fortification armor special ability, but without requiring a roll). The damage is instead rolled normally.

Construction

Requirements Craft Wondrous Item, Amateur Gunslinger or creator must be a gunslinger, *divine favor, moment of prescience*; **Cost** 2,500 gp.

NEW MAGICAL WEAPONS

Dragonmouth Pistol

Aura moderate transmutation; **CL** 6th

Weight 3 lbs; **Price** 4,240 gp

Description

This *+1 modified [magnum shot] dragon pistol* has intricate designs along the

hilt, covered with draconic runes along the side of it. Each dragonmouth pistol is associated with a true dragon, the identity of which can be determined by examining the weapon. Whenever this weapon is used to make a scatter shot, the damage it deals changes to the type of dragon to which the weapon has been attuned.

- Red, Brass, Gold: fire
- Black, Green, Copper: acid
- Blue, Bronze: electricity
- White, Silver: cold

A creature with a grit pool wielding this weapon can spend 1 grit point to increase the area of their scatter shot by 5 ft.

Construction

Requirements Craft Magical Arms and Armor, *dragon's breath*; Cost 2,120 gp

Duelist Sword Cane Pistol

Aura moderate transmutation; **CL** 6th

Weight 1 lbs; **Price** 5,420 gp

Description

This +1 *modified magical conduit sword cane pistol* instantly reloads itself with a firearm bullet whenever it is sheathed.

Construction

Requirement Craft Magical Arms and Armor, *reloading hands*; **Cost** 2,710 gp

SH Musket

Aura moderate transmutation; **CL** 8th

Weight 15 lbs; **Price** 16,314 gp

Description

This large +1 *porphyrite modified [improved reload mechanism, rifled barrel, scope, silencer] musket* looks as though it has seen plenty of use, having a well worn appearance to it. A small or medium creature with a grit pool can wield this weapon as though it was appropriately sized for them as long as they have at least 1 grit point.

In “guns everywhere” campaigns, this weapon can also be a rifle.

Construction

Requirements Craft Magical Arms and Armor, *ant haul, gravity bow*; **Cost** 8,157 gp

WONDROUS ITEMS

Adaptable Holster

Aura moderate transmutation; **CL** 6th

Slot none; **Price** 6,000 gp; **Weight** 1 lbs

Description

This dark black leather holster can be worn on a creature's back or hip, syncing up with a firearm and its wielder and sizing itself appropriately for any firearm placed inside of it. When a firearm is placed into this holster, it is granted one firearm modification of the user's choice for 24 hours. This choice cannot be changed until this effect ends, and this does allow a firearm to possess more modifications than normally allowed. A firearm can only benefit from one adaptable holster at a time.

Construction

Requirement Craft Wondrous Item, Amateur Gunslinger or creator must be a gunslinger, *fabricate*; **Cost** 3,000 gp

Gunsmith's Anytool

Aura weak transmutation; **CL** 4th

Slot none; **Price** 2,000 gp; **Weight** 2 lbs

Description

This mundane looking firearm repair kit has a very old feel about it, as though it has been in use for decades despite being new. If this repair kit is used on a firearm, it can transform into any firearm modification of the user's choice, permanently melding into the weapon and becoming a part of it. This item cannot allow a firearm to exceed the normal limit of modifications allowed for a firearm of its type.

Construction

Requirement Craft Wondrous Item, Amateur Gunslinger or creator must be a gunslinger, *minor creation*; **Cost** 1,000 gp

Slinger's Bible

Aura faint divination; **CL** 1st

Slot none; **Price** 1,500 gp (1st), 4,500 gp (3rd), 10,500 gp (7th), 15,500 gp (11th), 22,500 gp (15th), 28,500 gp (19th); **Weight** 2 lbs

Description

An old leather bound book with a single red ribbon acting as a bookmark, a *slinger's bible* contains knowledge of a single deed inside of it. If anyone with the deeds class feature reads this bible, which takes a total of 48 hours over a minimum of 6 days, they permanently gain the deed contained within it.

Once the bible is read, the magic disappears from the pages and it becomes a normal book. A creature can only benefit from one *slinger's bible*, although if the reader possess an 11th level deed, they can benefit from a second *slinger's bible*.

If a gunslinger finds another *slinger's bible*, they can use it as they previously did, although it replaces the previously gained gunslinger deed, allowing a gunslinger to choose which deed is forgotten if they are capable of benefiting from two *slinger's bibles*.

Construction

Requirement Craft Wondrous Item, Amateur Gunslinger or creator must be a gunslinger, must possess knowledge of the deed being bestowed, permanency; **Cost** 750 gp (1st), 2,250 (3rd), 5,250 (7th), 7,750 gp (11th), 11,250 gp (15th), 19,250 gp (19th)

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever she gains a level of gunslinger, the following races from Fehr's Ethnology Collected, and the Porphyran nations of Avandrool, Iffud, and the Hinterlands of Kesh have the option of choosing an alternate bonus depending on their race.

Avoodim: Add $+\frac{1}{4}$ of a grit point to the maximum available.

Dhosari: Add a $+\frac{1}{2}$ bonus on attacks when making a utility shot or a dead shot.

Dragonblood: Add a $+\frac{1}{2}$ bonus to the bonus on initiative checks the gunslinger makes when using his gunslinger's initiative deed.

Elan: Add $+\frac{1}{3}$ to critical hit confirmation rolls when using firearms, maximum +5.

Erkuna: Add a $+\frac{1}{2}$ bonus to the bonus on initiative checks the gunslinger makes when using his gunslinger's initiative deed.

Eventual: Add a $+\frac{1}{2}$ bonus on attacks when making a utility shot or a dead shot.

Grippli: Add a $+\frac{1}{2}$ bonus on attacks when making a utility shot or a dead shot.

Half-Cyclops: Reduce the misfire chance for one type of firearm by $\frac{1}{4}$. You cannot reduce the misfire chance below 1.

Half-Human (orc/human): Add a $+\frac{1}{2}$ bonus on damage rolls using the pistol whip deed.

Half-Orc (orc/elf): Add $+\frac{1}{4}$ to the dodge bonus to AC granted by the nimble class feature (maximum +2) or $+\frac{1}{4}$ to the AC bonus gained when us-

ing the gunslinger's dodge deed

Hobgoblin: Add + ¼ of a grit point to the maximum available.

Human: Add +¼ of a grit point to the maximum available.

Ith'n Ya'roo: Add a + ½ bonus on damage rolls using the pistol whip deed.

Kripar: Add + ½ to rolls to confirm critical hits from a firearm.

Orc: Add a + ½ bonus on attack rolls using the pistol whip deed.

Polkan: Add a + ½ bonus on attack rolls using the pistol whip deed.

Qit'ar: Add + ¼ of a grit point to the maximum available.

Urisk: Add + 1/3 to critical hit confirmation rolls when using firearms, maximum +5.

Xesa: Reduce the misfire chance for one type of firearm by ¼. You cannot reduce the misfire chance below 1.

Zendiqi: Reduce the misfire chance for one type of firearm by ¼. You cannot reduce the misfire chance below 1.

SAMPLE CHARACTER

Gun Jaw is a female kobold gunslinger from the southern reaches of the Birdman Mountains, near the community of Harhold on the border with the human-dominated Middle Kingdoms. She works along the frontier lands of that great land, among the rebels and outlaws of the region.

GUN JAW

"You won't see me, no one will. You won't see me when I kill you because if you do, I haven't done my job right. No, you're never going to see me, and if you do, I'll make sure you wish you didn't..."

Gun Jaw (CR 12; XP 19,200)

Female kobold gunslinger 13 (dread sniper)

LE Small humanoid (reptilian)

Init +6; **Senses** Perception +11; darkvision 60 ft.

Defense

AC 26, touch 18, flat-footed 19

(+5 armor, +4 Dex, dodge +3, +1 natural, +2 shield, +1 size)

hp 102 (13d10+26)

Fort +11, **Ref** +13, **Will** +10

Defensive Abilities nimble +3

Offense

Speed 30 ft.

Melee masterwork kukri +12/+7/+2 (1d3–1, 18–20) or pistol-whip +13 (1d8+1 plus trip attempt)

Ranged +2 *modified [improved loading mechanism, scope, silencer]* musket +17/+17/+12/+7 (1d10+7, 20/x4) [while sniping +22 (1d10+15, 20/x4)]

Special Attacks deadly sniper (musket, +6 [+12 while sniping]), grit (4), swarming

Tactics

Before Combat Gun Jaw begins each encounter from a concealed position.

During Combat Against a single target, Gun Jaw will use her expert targeting deed freely due to Signature Deed (targeting), constantly aiming at her opponent's head to confuse them until death. Against a group, she will do the same against the most physically intimidating person, only using her rapid sniping deed if she believes she won't be caught for doing so or to finish off a weak looking enemy.

Morale If Gun Jaw is reduced to 15 hit points or less or if she is found, Gun Jaw will drink her *potion of invisibility* and attempt to flee, trying to find either another place to snipe her enemies or drink her *potions of cure light wounds*. If she cannot flee, she will surrender, although she will look for any chance to escape unless she believes it is impossible.

Statistics

Str 7, **Dex** 18, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +13; **CMB** +11 (+4 to trip); **CMD** 25

Feats Gunsmithing, Named Bullet, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Signature Deed (targeting), Weapon Focus (musket)

Skills Acrobatics +20, Knowledge (local) +17, Perception +25, Stealth +24 [+24 while sniping], Survival +20

Languages Common, Draconic, Giant

SQ deeds (deadeye, expert reloading, expert targeting, fading sniper, gunslinger initiative, gunslinger's dodge, mobile sniper, pistol-whip, quick clear, rapid sniping, targeting, utility shot), favored terrain (+2 forest, +4 urban, +4 underground), sniper gunsmith, stalker, swift as shadows

Combat Gear *potion of cure light wounds* (2), *potion of invisibility*; **Other**

Gear +1 chain shirt, +2 *modified [improved reload mechanism, scope, silencer]* musket, belt of incredible dexterity +2, cloak of resistance +1, eyes of the eagle, headband of inspired wisdom +2, masterwork kukri, paper alchemical cartridge (50), 2,030 gp

From birth, Gun Jaw had to fight for survival. Hatched weaker than other

kobolds, her life was spent hiding from the abuse of her fellow clan mates, knowing that at any moment she could be beaten to within an inch of her life. With no talent for normal kobold skills, Gun Jaw learned how to blend into the shadows, fading into the darkness in the catacombs as she practiced avoiding others. Soon she was able to disappear at will, her steps lighter than air and her presence undetected by even those next to her. But Gun Jaw wasn't simply one to hide, she simply knew that she needed the right weapon to utilize her strengths to their fullest.

It wasn't until she and her clan found the body of a dead adventurer that Gun Jaw felt purpose in her life, the woman's corpse clinging to a musket. When her clan couldn't figure out what to do with it, they allowed Gun Jaw to take it. Gun Jaw herself spent weeks with the weapon, hiding from those in her clan to spend hours at a time with the firearm, finally figuring out the problem with the weapon. Once it was fixed, Gun Jaw knew she only had one chance to use it before alerting everyone in the cave, carving out a collection of stone bullets with the names of each of her tormentors on them.

One by one, she gunned them all down, not a single shot wasted. With her clan dead, Gun Jaw left the cave, sealing off the entrance with an excessive amount of black powder. Making her way into the world, Gun Jaw soon learned the value of her skills to those on the surface, quickly becoming one of the preeminent assassins of the Middle Kingdoms. No target is turned down, although Gun Jaw won't take on a new client while still working for an older one, currently working for an undisclosed noble to find and kill a wayward noble by the name of Jade Strider.

While Gun Jaw isn't one for small talk, discussing firearms will always get her attention, and she becomes almost childlike in her excitement when discussing such things. Any conversation that leads to her being able to further modify her weapon is a sure way to make friends with her, as she can be quite polite when not working. But if interrupted from her job, she won't hesitate to hunt down any who stand between her and her prey.

Boon Those who wish to shift Gun Jaw's attitude to friendly or helpful must also make a DC 15 Craft (alchemy) check, showing their knowledge of firearms. Doing so also grants them a +5 bonus on Diplomacy checks against Gun Jaw. If the Craft (alchemy) check fails, Gun Jaw will refuse to speak to the person who failed unless they pay 100 gp, her traditional negotiation opening fee. Those who manage to make Gun Jaw helpful can request her help in tracking someone, gaining a +5 circumstance bonus on Survival checks to track a creature or a +5 circumstance bonus on Knowledge (local) checks to find if that person has been in the area in the last week.

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