Rite Publishing Presents

The Secrets of the Gunslinger





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The Secrets of the Gunslinger

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Dedication: To Will McCardell —for being the perfect sounding board.

Special Thanks to Owen K.C. Stephens and Louis Porter Jr.

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Gunslinger Archetypes

Buccaneer of the Black Powder

These ruthless folk have prowled the oceans since mortals first began spreading firearms across the ultimate trade route: the sea. It matters not if they be pirate or privateer, the sight of their signature flag strikes terror into the heart of more than a few merchant captains, and it is a rare sailor indeed that does not fear being forced at gun point to walk the plank.

Buccaneer's Tactics (Ex) At 1st level, whenever a buccaneer of the black powder knocks a foe prone in melee (including if she slays him or knocks him unconscious), she gets to make an attack of opportunity on that foe immediately. If she is wielding a firearm she can fire it against this foe as an attack of opportunity (its use in this manner does not provoke an attack of opportunity). This attack counts against the total number of attacks of opportunity she can make in 1 round. The gunslinger must have at least 1 grit point to perform this deed. This deed replaces the gunslinger's dodge deed.

Familiar: At 2nd level, a buccaneer of the black powder acquires an exotic pet—a monkey or parrot (treat as raven)—that gains abilities as a wizard's familiar, using the buccaneer of the black powder's gunslinger level as his wizard level. The familiar's *share spells* ability is replaced by the *share grit and talents* ability that grants the familiar the benefits of your deeds, grit feats and rogue talents if applicable to its form. It can spend or make use of the grit in your pool. This ability replaces Nimble +1.

Rogue Talents (Ex) At 4th level, and every fourth level after that, a buccaneer of the black powder may select any one rogue talent she qualifies for and gains usage of it. She uses her buccaneer of the black powder class level as her rogue class level for the purposes of prerequisites. This feature replaces the gunslinger's bonus feats class feature.

Stormborn (Ex): At 6th level, a buccaneer of the black powder gains a +2 bonus on saving throws against air, cold, lightning, sonic, and water based spells and effects. She also gains a +2 bonus to Acrobatics and CMD. This is ability replaces Nimble +2.

Improvised Strike (Ex) At 7th level, as a swift action, a buccaneer of the black powder gains the ability to pick up loose boards, catapult shot, or any other flotsam that might happen to be lying about and use it as a deadly weapon. Regardless of the item, the improvised weapon deals 1d6 (x_2 on a critical hit) points of slashing, piercing, or bludgeoning damage (as appropriate to the item). Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give a +2 circumstance bonus on Disarm combat maneuvers. As part of this swift action she can also make an additional melee



attack against a foe at her full attack bonus with an additional +2 bonus. The foe loses his Dexterity bonus to Armor Class for this attack. She also inflicts upon the foe +1d6 points of damage, which is treated as sneak attack damage (thus creatures immune to such damage are immune to this as well). If she has the sneak attack ability, this bonus damage stacks with the sneak attack damage. She cannot use this benefit in a round in which she has gained additional multiple attacks (such as from the *haste* spell or *speed* weapon property). Do not multiply this bonus damage in the case of a critical hit. The buccaneer of the black powder must spend 1 grit point to perform this deed. This deed replaces the startling shot deed.

Civil Menace (Ex) At 10th level, the buccaneer of the black powder has learned how to make people see reason through "parley" with his fierce reputation helping to enforce his will. A buccaneer of the black powder receives a morale bonus on all Diplomacy and Intimidate equal to 1/2 her gunslinger class level. This is ability replaces Nimble +3.

Seize the Advantage (Ex) At 14th level, the buccaneer of the black powder enjoy a +2 competence bonus to attack and damage rolls against an opponent with a detrimental condition (dazed, stunned, blinded, deafened, knocked prone, sickened, nauseated, and so on). This is ability replaces Nimble +4.

Hoist the Colors High (Ex) At 16th level, the unique insignia of the buccaneer of black powder is so well known that when it is displayed on a flag or banner, every ally (including herself) within 50 feet of it gains a +4 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever comes first. Hoist the Colors High may be used three times per day, and the buccaneer must either hoist the flag personally or hand it to an ally who then hoists it. This is ability replaces Nimble +5.

Fire Artists

While some martial artists disdained the use of firearms, the fire artist embraced them. They believe in the art of war and the addition of firearms adds tactical and strategic advantages to that art. They have seen armies of peasant conscripts defeat classically trained and equipped armies. These types of victories convinced them that firearms must be included in the training of martial artists, regardless of what those who pontificate upon the martial philosophy think. They believe in a formalized, structured training discipline, they practice the art of Hojutsu, or "fire art.'

Zen Shot (Ex) At 4th level, a fire artist uses her Wisdom modifier in place of her Dexterity modifier for ranged attack rolls with firearms she wields and gains the Weapon Focus feat with a firearm of her choice. This replaces the normal bonus feat at that level.

Perfect Shot (Ex) At 7th level, when a fire artist hits with a firearm, she can spend 1 grit point as a swift action in order to maximize her weapon damage. Don't roll for damage—the firearm deals the maximum possible damage instead. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, or critical hits. If the fire artist confirms a critical hit with this attack, she can spend an additional point of grit to increase her firearm's critical multiplier by 1. This deed replaces her dead shot deed.

Hojutsu (Ex) At 8th level, a fire artist gains the Ranged Kata feat (See the Feat section of this product) and its benefits, even if she does not meet its prerequisites. This replaces the normal bonus feat at that level.

Critical Perfection (Ex) At 11th level, a fire artist adds her Wisdom Bonus (minimum 1) on critical hit confirmation rolls with firearms. This deed replaces the bleeding wound deed.

Hojutu Focus (Ex) At 12th level, a fire artist can spend 1 point of grit when she makes a successful melee attack with firearms. If she does she may, as a swift action, also shoot the target with the firearm without provoking an attack of opportunity. If she used the pistol-whip deed she does not need to spend the point of grit.

Hojutsu Mastery (Ex) At 16th level a fire artist can, as a full-attack action, spend a point of grit and rather than treating it as a ranged attack, the single attack shot by her chosen firearm penetrates with such force that it is treated as an area attack—a straight line 100 feet long and 5 feet wide along the path of the shot. Anyone in this area must make a Reflex saving throw (DC 10 + $\frac{1}{2}$ her fire artist class level + her Wisdom modifier) or suffer the shot's damage. Success results in half damage.

Hexslinger

A hexslinger has uncovered the secret of melding firearms and witch hexes. These gunslingers can hex friend and foe, and even curse those they shot with their firearms.

Hexslinging (Su) At 4th level a hexslinger gains access to a small number of witch's hexes. The hexslinger picks one hex from the witch's hex class feature. He gains the benefit, or uses of that hex as if he were a witch of a level equal to his gunslinger level. Every four levels thereafter, the hexslinger gains an additional hex. At 12th level, the hexslinger may select a hex or major hex. He cannot select any hex more than once. This feature replaces the gunslinger's bonus feats.

Cursed Shot (Su) A 7th level a hexslinger can, as part of a full-attack action, make a single cursed shot with a firearm she is proficient with. If the attack roll is successful, she inflicts damage as normal plus she can inflicts any spell with the curse descriptor (A spell with a permanent duration that cannot be dispelled). It mus a spell level equal to or less than half her hexslinger class level. She does not need to know the spell. The save DC for this curse spell is 10 +1/2 her hexslinger class level + her Wisdom modifier. The spell's caster level is equal to her hexslinger class level. The hexslinger must spend 1 grit point to perform this deed. This deed replaces the dead shot deed.

Wandslinger

In some fantasy worlds, guns do not exist. Cannons maybe, gunpowder possibly, rockets if you're lucky ... but no guns. In these settings, the gunslinger has developed along a different line reflecting the lack of firearms and a focus on higher magic and mystical talents.

Master of Wands (Ex): At 1st level, a wandslinger can use any wand as if the stored spell were on her spell list. Any wand in the hand of a wandslinger uses her class level or its caster levels, whichever is higher. If the wand's spell has a DC it is modified by the wielder's Wisdom Modifier (you can use ability focus feat to increase this DC).

The wandslinger also gains a bonded wand with 50 charges, she chooses a spell (from any spell list) with a level less than or equal to 1/2 her wandslinger's class level (round down); once chosen she cannot change this spell until she gains an additional wandslinger class level.

Normally one cannot create a wand of any 5th level or higher spell, however, the wandslinger's bonded wand can break this rule if the spell meets the following prerequisites: it must generate a ray effect and it must allow for spell resistance. Examples of spells that meet these requirements are disintegrate and polar ray; a wandslinger could also use metamagic feats to make the spell met these requirement's, making the effective level reach 5th level or higher.

Her bonded wand will only work for her. Even other wandslingers, or those with ranks in Use Magical Device, cannot use her wand. This bonded wand can only be sold for scrap (it is worth 4d10 gp when sold). If a wandslinger's bonded wand is destroyed, or relinquished, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of communion with a new wand.

The wandslinger also gains Craft Wand as a bonus feat, Use Magic Device as a class skill and can create wands even if she does not have access to the prerequisite spells. The wandslinger must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the wand. Her caster level is equal to her wandslinger class level and she can only emulate spells with a level less than or equal to $\frac{1}{2}$ her wandslinger class level. This replaces the gunslinger's proficiency with firearms and gunsmith class feature.

Deeds (Ex): Wandslingers spend grit points to accomplish deeds just as a gunslinger does, except replace all instances of firearms with wands. Deeds that reference ranged attack rolls only work with wands that shoot rays. If extra damage is dealt by a deed, this extra damage (including ability damage) is only dealt if the wand's spell effect deals damage. If a deed would negate the damage of a firearm attack, it negates the damage of the wand attack and negates its spell effect.

- *Infuse Bond (Ex)*: At 1st level, as a standard action, the wandslinger can add one charge to her bonded wand to a maximum number equal to her Wisdom Modifier (minimum 1) each day. The wandslinger must have at least 1 grit point to perform this deed. Alternatively, if the wandslinger spends 1 grit point to perform this deed, she can add one charge to her bonded wand as a move-equivalent action instead of a standard action. This deed replaces the quick clear deed.
- *Wandwielder (Ex)*: At 1st level, the wandslinger gains a +1 bonus to all attack rolls made with her wand; this includes ranged touch attacks, touch



attacks, and pistol whips made with the wand. This deed replaces the deadeye deed. The wandslinger must have at least 1 grit point to perform this deed.

- Focused Ray (Ex): At 7th level, as a full-round action, the wandslinger can take careful aim and pool all of her attack potential into a single, deadly shot if the wand spell effect generates a ray. When she does this, she shoots the wand's ray at a single target, but makes as many attack rolls as she could, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the wandslinger's single ray attack is considered to have hit. For each additional successful attack roll beyond the first, the wandslinger increases the damage of the wand by +2d6 (if it the spell effect deals damage) or increases the DC by +1 (if the spell effect has a DC). For instance, if a 7th level wandslinger firing a wand of exhaustion hits with both attacks, she increases the DC +1. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of o). The wandslinger only expends one charge from the wand when using focused ray. She cannot perform a critical hit with a ray effect that does not deal damage (such as a *wand of exhaustion*) with this deed. The wandslinger must spend 1 grit point to perform this deed. This deed replaces the dead shot deed.
- *Expert Infusion (Ex)*: At 11th level, once per day if the wandslinger uses up the last charge in wand, she can spend 1 grit point to maintain that charge instead of depleting the wand. This deed replaces the expert loading deed.

Wands Akimbo (Ex): At 11th level, as long as the wandslinger has at least 1 grit point, she can activate a second wand in her off hand as a swift action. Activating the wand as a swift action does not provoke an attack of opportunity. The wandslinger can perform another action—including the use of the other wand in her primary hand (but not another swift action)—in the same round that she uses wands akimbo. The wandslinger can only activate a wand with wands akimbo if it is generating a spell with a level less than or equal to 1/2 the wandslinger's class level (round down) – 4. A wand that duplicates a spell with a casting time greater than 1 full round cannot be used with this ability. This deed replaces the lightning reload deed.

Wand Training (Ex): Starting at 5th level, a wandslinger gains a bonus metamagic feat, she can now apply metamagic feats she possesses to wands she wields. The wandslinger can only apply the metamagic feat and activate the wand if it is generating a spell with a level less than or equal to 1/2 the wandslinger's class level (round down) minus the increase to the spell's actual level the meta magic feat would impose (for example the Extend Spell feat would be a -1).

If a spell generated by the wand's normal casting time is 1 standard action, activating the wand while generating a metamagic version of the spell is a full-round action for the wandslinger (except for spells modified by the Quicken Spell feat, which take 1 swift action to activate). Note that this is not the same as a spell with a 1-round casting time. Spells that take a full-round action to cast take effect in the same round that she begins activating the wand. For spells with a longer casting time, it takes an extra full-round action to activate the metamagic modified spell.

For the purposes of prerequisites, she uses her wandslinger class level as her caster level, her use magic device ranks for skill ranks, and her Wisdom Score for Ability Scores.

Every four levels thereafter (9th, 13th, and 17th), the wandslinger gains another bonus metamagic feat she can apply to wands she wields. This ability replaces gun training.



New Feats

Altruistic Gunslinger (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, base attack bonus +3

Benefit: When you hand an ally a firearm, you can spend 2 grit points to grant that ally proficiency with the firearm you hand her and the Amateur Gunslinger feat along with one grit point. This ally looses these benefits after taking one shot with that firearm or if 24 hours pass.

Blastback (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, targeting, base attack bonus +3

Benefit: As a full-round action, as you can make a single firearm attack against a target, on a hit, the target is damaged normally and you make a Combat Maneuver Check (you may use your Dexterity modifier in place of your Strength Modifier) with a +2 bonus a success results in a successful bull rush and trip attack being performed. This deed costs 1 grit point to perform. Creatures that are immune to sneak attacks, have 4 or

more legs, or are immune to trip attacks are immune to this effect.

Special: If you grant your opponent a +4 bonus to his CMD, you can cause your foe to stumble in any direction you choose as part of the bull rush rather than just away from you (possibly falling off a ledge, over a railing, or into a pit).

Bonded Firearm (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot class feature or Point Blank Shot feat, base attack bonus +7

Benefit: After performing an uninterrupted 24-hour ceremony, you create a special bond with a single masterwork firearm you possess, granting it a name, which you must always refer to it by, failure to do so results in the ritual failing and you losing all benefits of this feat until you perform the ritual again. Any time you use the bonded firearm your gain a +1 luck bonus to attack rolls with it.

In addition, by performing a different special ceremony, which takes 8 hours you can sacrifice the GP value equal to, or greater than standard costs for purchasing weapon enhancement bonuses or special weapon properties for your bonded firearm to grant it those benefits. The sacrificed objects are destroyed/ruined, if the object cannot be destroyed/ruined in this manner the ritual fails. The desired magical weapon enhancement or property should be preapproved by your GM before you attempt the ritual or the ritual will fail. If you attempt to impart a weapon enhancement, bonus or weapon property with a minimum caster level higher than your base attack bonus the ritual fails. If successful, you can grant a bonded firearm new magical abilities. Your bonded firearm gains the full use of any abilities you choose to bestow upon it via this ritual. This deed costs 1 grit point to perform.

Special: If the bonded item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

Convenient Misfire (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: As an immediate action, you can cause a firearm to misfire as if the creature attacking with it had rolled a natural one. You cannot affect a creature with this ability if they currently possess more grit points that you do (you check with the GM, based on when you use the ability, before you spend a grit point to perform this deed.) This deed costs 1 grit point to perform.

Special: If you possess the Blastback feat you can cause the creature attacking with it to be subject to both a bull rush and a trip attack as part of the misfire, as if you had hit them with a Blastback though you deal no damage due to their poor stance.

Deflecting Shot (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadeye class feature or Weapon Focus (firearm), targeting class feature or Greater Weapon Focus (firearm), Dex 13, base attack bonus +7

Benefit: You can, as an immediate action, make a ranged combat maneuver check, against an opponent who has made a melee weapon attack, with a +2 bonus. If successful, you have hit the melee weapon with a glancing shot dealing no damage (or other effects) but have deflected it enough to cause it to miss its intended target. If you fail, you have discharged your firearm. If you roll a natural 1 on your check your weapon misfires, and/or if the attack was against you, your opponent gains a +5 circumstance bonus to the attack roll. This deed costs 1 grit point to perform.

Desperado's Grace (Grit)

You are most deadly when things are most desperate. **Prerequisites:** grit class feature or Amateur Gunslinger feat, base attack bonus +5 **Benefit:** When you spend your last grit point (leaving none in your pool of grit points) during a combat encounter you gain a +1 bonus to damage with firearms for every 5 points of base attack bonus you possess for the duration of that encounter.

Designated Ammunition (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot class feature or Point Blank Shot feat, base attack bonus +7

Benefit: After performing a one hour ceremony you can prepare a number of pieces of ammunition, equal to your Wisdom modifier (minimum 1) against a specific creature type (See the ranger's favored enemy class ability). Against that creature type, this ammunition deals damage as if you possessed the ranger favored enemy class ability; your base attack bonus equals your gunslinger class level. You cannot gain the benefits of this feat again until all the ammunition has been fired. Once fired the ammunition looses the benefits of this feat. This deed costs 1 grit point to perform.

Fateful Shot (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: When you miss an attack roll against a creature, you may spend a point of grit to have the shot ricochet wildly. Ultimately, this wild ricochet hits something the intended target cared about, causing the intended target physiological distress of some kind. It could hit the intended target's wife, friend, lover, child, valuable ally, an innocent bystander (if the intended target was good), or an unattended object that the original target cares about.

Anything that *could* be hit, *can* be hit by this shot as long as it is within range of the firearm even if it means ignoring line of sight, line of effect, cover and concealment. Only impossible targets are impossible to hit (such as a creature inside a prismatic sphere).

Firearm Disarm (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Pistol whip class feature or Unarmed Strike feat, Quick Draw, base attack bonus +3

Benefits: If you are unarmed you can, as a standard action, attempt a disarm combat maneuver against an opponent who is holding a firearm, within your reach, with a +2 bonus. You do not provoke an attack of opportunity when attempting this maneuver. If successful, you can, as a swift action, make a ranged attack with that firearm. If you fail your combat maneuver check your opponent can, as a free action, make an attack with that firearm (melee or ranged) against you. You must possess at least 1 grit point to perform this deed.

Firearm Perception (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Perception 3 ranks

Benefit: You instantly notice if someone is carrying a firearm, even a concealed one, unless it being hidden by use of the Disguise, Sleight of Hand or Stealth skill. If it is being hidden by use of one of these skills you must make a successful opposed Perception check to notice they are carrying a firearm. You must possess at least 1 grit point to perform this deed.

Greater Jeaping Shot Deed (Grit)

You leap through the air, guns blazing.

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Dodge, Mobility, Leaping Shot Deed, base attack bonus +8.

Benefit: You gain an additional +2 bonus on Acrobatics checks made to jump, you also increase your speed by 30' feet when making a jump. At the end of your movement, you can make a second Acrobatics check (DC 20); you tumble to your feet so you avoid being prone at the end of your leap. This deed only costs the 1 grit point used to perform the Leaping Shot Deed.

Greater Opening Shot (Grit)

You shoot your firearm so quickly you surprise friend and foe alike.

Prerequisites: Dex 13, Opening Shot, Quick Draw, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +5

Benefit: When you are the first creature to act in the first round of a combat encounter which would not normally have a surprise round, you create a special surprise round with your blinding speed. You gain the benefit of being able to act in this special surprise round but may only take a single attack action with a ranged weapon. In addition you can roll for initiative in a normal surprise round as if you were aware of your opponents (in effect you can never be surprised).

For example at the start of encounter there is no surprise round and you roll initiative, you go first, at this point you inform the GM that the Greater Opening Shot creates a surprise round. You gain the benefit of being able to act in this special surprise round and Shoot the villain (who is surprised!) with your firearm in that surprise round. The first standard round of the encounter begins, and you go first. This deed costs 1 grit point to perform.

Greater Ricochet Shot Deed (Grit)

You can ricochet a firearm shot from one opponent to another.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight, Ricochet Shot, base attack bonus +5.

Benefit: You can fire a shot at an opponent and have it damage that opponent and then ricochet off, or pass through the opponent. When you do, use the first opponent's square to determine line of sight to your next target, and this square is considered the new origin square of the attack. Use that square to determine the effects of cover, and your own square to determine the effects of concealment. You can make this shot as long



as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment.

You must choose to spend the grit point before you make the attack roll, and if you miss the first target you miss both targets.

Greater Secret Stash Deed (Grit)

You are so skilled at stashing small firearms on your person that you sometimes surprise yourself when you find them.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Secret Stash Deed, Sleight of Hand 5 ranks

Benefit: Outside of combat encounter, you can spend 1 grit point to find and recover one very small loaded pistol from a hidden stash on your person that you had, until now, forgotten about. You must pay for the value of this weapon and its ammunition with gold pieces from your character's wealth when you take this feat. The grit cost of this deed cannot be decreased by the Signature Deed feat, the true grit class feature, or any other similar effect that reduces the number of grit points you spend to use a deed.

Gun Jo Your Head (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: If a creature is denied its Dexterity bonus to its AC, has fewer Hit Dice than half your base attack bonus, and is within your reach; you can perform a special readied action as an immediate action. If you do, you are pointing your firearm at a vital organ of that creature and are ready to pull the trigger on the firearm. If you hit the creature's AC the attack automatically threatens a critical. This feat is usually taken by unscrupulous or desperate gunslingers. You can only perform this feat if you have no grit points in your pool.

Special: You lose the benefits of this feat if you are afflicted with a detrimental condition after you have made use of the feat or you are distracted; final determination is left to the judgment of the GM.

Horrific Shot (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: When you score a critical hit you can add an additional effect or, if you land a killing blow with a firearm, you can choose to withhold that damage and add an additional effect. You leave a nigh unhealable wound: a vicious scar or blind one eye. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ 1/2 your base attack bonus + your Dexterity modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ your base attack bonus). Creatures who are blinded in one eye suffer a -2 circumstance penalty to perception checks and double all range penalties. This deed costs 1 grit point to perform. If you would have gained a point of grit from the critical hit or killing blow, it does not cost a point of grit and you still gain a point of grit.

Infallible Grit (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, base attack bonus +5

Benefit: You can spend a point of grit as an immediate action to add ¹/₂ your base attack bonus (rounded down) to any d20 roll that is not an attack or damage roll.

Jast Breath Bullet (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot or Point Blank Shot feat; base attack bonus +7

Benefit: You can spend 1 grit point to perform a dead shot attack as a free action when you die (or are destroyed).

Mercy Shot (Grit)

Prerequisites: Dex 13, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +3

Benefit: You can perform a coup-de-grace upon a helpless creature with a firearm as a swift action. You must be within your first range increment in order to do this. This deed costs 1 grit point to perform.

Mortal Shield (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat

Benefit: As a special move action, which does not provoke an attack of opportunity, you can move inside the arc an opponent's attacks and move as they move so

that neither they nor their allies can get a direct bead on you; You make a combat maneuver check with a +2 bonus, if successful you then move into that opponent's



square and you gain the benefit of cover against all attacks so long as they are at least your size category or larger. You can now choose to move with your opponent when they do, so long as you have movement remaining. However, all your other actions occur during the normal initiative order. You must make a successful combat maneuver check each round to maintain enemy cover. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action. If your combat maneuver check exceeds the CMD of the target by 10 or more, attacks that miss you have a 50% chance of

striking the target of this maneuver for 1 round. If your combat maneuver check fails by 10 or more, you provoke an attack of opportunity and leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round. You must possess at least 1 grit point to perform this deed.

Special: If you spend at least 1 grit point, you gain an additional +2 bonus to your combat maneuver check when performing this combat maneuver against a foe. This bonus stacks with the bonus granted above. You also gain an addition 10' of movement when using this feat as you allow your opponents momentum to move you along.

One with the Gun (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Quick Draw, base attack bonus +5

Benefit: If you are the only creature with a firearm in sight, you can spend a point of grit and perform a bewildering display of gun twirling as part of drawing or holstering your weapon. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Opening Shot (Grit)

When you first encounter an enemy, you pull your firearm with lightning speed and shoot.

Prerequisites: Dex 13, Quick Draw, grit class feature or Amateur Gunslinger feat, Gunslinger Initiative class feature or Improved Initiative feat, base attack bonus +3

Benefit: You treat your initiative roll as a 20 for a surprise round (then add your modifiers) or in the first round of combat,

regardless of your initiative, you may only take a single attack action with a ranged weapon in that round. Your normal initiative roll is used in subsequent rounds. This deed costs 1 grit point to perform.

Opportunistic Pistol-Whip (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, pistol whip class feature or Combat Reflexes, base attack bonus +5

Benefit: If you are armed with a firearm you can spend a grit point and make one attack of opportunity in a round with the Gunslinger's pistol-whip class feature.

Ranged Kata (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Dex 13, Combat Reflexes, base attack bonus +3,

Benefit: If an opponent within a distance equal to, or less than half you speed, attempts to make an attack with a ranged weapon you can, as an immediate action, move to the closest adjacent square (possibly provoking attacks of opportunity, due to your movement; the maximum distance you can move is 15 ft.) and make a combat maneuver check with a +2 bonus. If you are successful, your opponent misses the intended target as you throw off her aim. If your opponent has multiple attacks you can attempt to disrupt these if they are ranged weapon attacks as well. Each of these attempts to disrupt an attack with a ranged weapon counts against the number of attacks of opportunity you can make in a round (and hence is limited to 1 +your Dexterity modifier). Use of this feat requires you to sacrifice all your actions on your next turn (you will be unable to take any actions on this turn if you have not acted yet or you will be unable to take any actions next turn if you have already acted).

Failure to make a Combat Maneuver check results in you provoking an attack of opportunity; a gunslinger could pistol whip you, a spear thrower could stab you, or a monk might kick you. You must possess at least 1 grit point to perform this deed.



Rapid Pistol-Whip (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat; pistol-whip class feature or Weapon Focus (firearm), Dex 13, base attack bonus +3 Benefit: Once per round, as part of a full attack action, in which you make a ranged attack with your firearm, you can use this weapon to make one additional attack, with the butt or handle of her firearm with a base attack bonus of one-half (rounded down) your highest normal base attack bonus. Even if you wield more than one weapon, however, no more than one Rapid Pistol-Whip is possible in a single round. Otherwise, this functions as the pistol-whip class ability except it is an attack action rather than a standard action and cannot knock an opponent

prone. This deed costs 1 grit point to perform.

Sabotage Shot (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, Utility Shot class feature or Point Blank Shot feat, base attack bonus +3

Benefits: When you shoot an unattended object with the intention of damaging it (such as taking out a wheel, or cutting a rope or a rudder chain) increase the damage of the shot by the base damage dice of the firearm. You must possess at least 1 grit point to perform this deed.

Special: If you spend 1 grit point to perform this deed you can automatically inflict the broken condition upon an unattended object that you would damage (you must overcome its hardness).

Shoot the Bullet (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadeye class feature or Weapon Focus (firearm), targeting class feature or Greater Weapon Focus (firearm), Dex 13, base attack bonus +7

Benefit: You can, as an immediate action, make a ranged combat maneuver check against an opponent who has made a ranged weapon attack. Your opponent gains a +10 circumstance bonus to her CMD. If successful you have shot the weapon or its ammunition in midflight causing it to miss and deal your damage to the object. If you fail you have discharged your firearm, if you roll a natural 1 on your check your weapon misfires. This deed costs 1 grit point to perform.

Staredown (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, startiling shot class feature or Skill Focus (intimidate) feat, base attack bonus +7

Benefit: You can use the Intimidate skill as an immediate action to cause your opponents to hesitate for a number of rounds. The DC of this check is equal to 10 + your target's Hite Dice + the

target's Wisdom modifier (If there are multiple targets you can affect 1 target per rank of intimidate you possess, you make one check using the creature with most HD to determine the DC). If you are successful, the target suffers a circumstance penalty to initiative equal to half your character level for 1 round per rank of Intimidate you possess. If you succeed by 10 or more you increase the penalty to initiative by 4. Creatures you fail to effect with this ability are immune to your Staredown feat for 24 hours. If you fail by 5 or more then you suffer a penalty to your initiative for 1 round. You can staredown opponents in this way if they are within 30 feet and can clearly see you (no concealment). You must possess at least 1 grit point to perform this deed.

Struggle For The Gun (Grit)

Prerequisites: Quick Draw, grit class feature or Amateur Gunslinger feat

Benefit: When an opponent attempts to grapple or disarm you, you may make an attack of opportunity using your firearm (as a melee or ranged attack, you can even draw and fire) even if your opponent possess the grab special attack, the Improved Grapple feat or the Improved Disarm feat. Any damage you inflict with this attack of opportunity provoked by the grapple attempt is added to your CMD to avoid being grappled or disarmed. For example, a choker strikes you with a tentacle attack. If you do not have this feat, the choker's grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Struggle For The Gun, you are entitled to

an attack of opportunity. If you hit and score 8 points of damage, you may add +8 to your CMD. You must possess at least 1 grit point to perform this deed.

Your Name On It (Grit)

Prerequisites: grit class feature or Amateur Gunslinger feat, deadshot class feature or Point Blank Shot feat, base attack bonus +7

Benefit: After performing an uninterrupted 24-hour ceremony, you can prepare a single piece of ammunition against a specific individual creature whose name you know. You etch the creature's name onto the ammunition and against that specific individual this ammunition automatically threatens a critical hit even if that creature is normally immune to critical hits. This ammunition also ignores all damage reduction, resistances, and immunities that specific creature possesses. If a critical threat is confirmed the creature must make a fortitude save (DC 10 +1/2 your base attack bonus + your Wisdom modifier) failure results in the damage dealt to the creature being unable to be repaired, healed, or regenerated. A spell cast by a follower of the deity whose portfolio includes forgiveness can heal the wound if she makes a successful caster level or Heal check DC (10 + your base attack bonus + your wisdom modifier). You cannot gain the benefits of this feat again until the ammunition has been fired, and it can only be gained once against a specific individual. Once fired the ammunition looses the benefits of this feat. This deed costs 1 grit point to perform.

New Monster Template

Gunslinger Wraith

The pure grit of some gunslingers will not let them pass beyond the veil of death; part of their essence remains behind, infused into their favorite firearm. They appear much as they did in life, except their cloths have turned an ashen color and their face has become a desiccated skull.

Creating a Gunslinger Wraith

"Gunslinger Wraith" is an acquired template that can be added to any living creature that has the grit class feature or the Amateur Gunslinger Feat and a Charisma score of at least 6. A gunslinger wraith retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: any evil

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A gunslinger wraith gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Gunslinger wraiths use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A gunslinger wraith retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Gunslinger wraiths gain channel resistance +4, darkvision 60 ft., the incorporeal ability, and all of the immunities granted by its undead traits. Gunslinger wraiths also gain the rejuvenation ability.

Rejuvenation (Su): After a gunslinger wraith is destroyed, its grave gun will reform the undead creature's incorporeal form from the gunsmoke produced by the next shot taken with its grave gun. The gunslinger wraith returns fully healed. The only way to

permanently destroy a gunslinger wraith is to destroy its grave gun.

Speed: Gunslinger wraiths lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A gunslinger wraith loses all of the base creature's attacks except firearm attacks. It still can only wield firearms that are *ghost touch weapons*.

Special Attacks: A gunslinger wraith retains all the special attacks of the base creature, but any relying on physical contact other than firearms do not function. In addition, a gunslinger wraith gains the gunslinger wraith special attacks from the list below. Additional gunslinger wraith abilities beyond these can be designed at the GM's discretion.

Create Spawn (Su) A creature with the grit class feature or the Amateur Gunslinger feat slain by a gunslinger wraith becomes a gunslinger wraith in 1d4 rounds. These spawn are free willed.

Cursed Wound (Ex) The damage a gunslinger wraith leaves nigh unhealable wounds. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ $\frac{1}{2}$ the gunslinger wraith's base attack bonus + its Dexterity modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ the gunslinger wraith's base attack bonus).

Constitution Drain (Su) Creatures hit by a gunslinger wraith's firearm attack must succeed on a Fortitude save (DC $10+ \frac{1}{2}$ the gunslinger wraith's base attack bonus + its Dexterity modifier) or take 4 points of Constitution drain. On each successful drain, the gunslinger wraith gains 5 temporary hit points.

Grave Gun *(Su)*: The gunslinger wraith always has a special chosen *ghost touch* firearm (or a matched pair) with a potential enhancement bonus equal to half the base creature's hit dice. It can spend any number of enhancement bonuses beyond the 1st to choose a special weapon property or grant it standard enhancement bonuses to attack and damage (max +5, with a total enhancement bonus with special properties of +10). The gunslinger wraith always has unlimited ammunition and black powder which appears out of the incorporeal ether becoming

corporeal once loaded into the grave gun. This grave gun can only be destroyed in a special manner determined by the GM (for example, immersion in holy water consecrated to the deity of artifice; or placing it in the grave of its original owner).

The Quick and the Dead (Su): The gunslinger wraith can take a 20 on her initiative checks as a free action. It can also reload a *ghost touch* firearm as a swift action.

Abilities: Dex +4, Wis +4, Cha +4; as an incorporeal undead creature, a gunslinger wraith has no Strength or Constitution score.

Skills: Gunslinger wraiths have a +8 racial bonus on Perception and Stealth skill checks. A gunslinger wraith always treats Acrobatics, Bluff, Intimidate, Knowledge (engineering), Knowledge (local), and Perception as class skills. Otherwise, skills are the same as the base creature.



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