

ULTIMATE OPTIONS

GRIT AND GUNSLINGERS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The gunslinger is the archetypal hero of the west, a lone warrior who pits his skill-at-arms and mettle against threats ranging from challengers desiring a shootout at high noon and bandits threatening to destroy the livelihood of towns and whole territories, to hostile natives and packs of wild animals. In many ways the gunslinger is a natural evolution of the heroes of older eras, a direct outgrowth of the black knight, highwayman, and wandering martial artist.

To expand on the range of gunslinger options we provide 19 new deeds ranging from 1st to 19th level, and 14 new grit feats, allowing gunslingers to become more versatile, customizable characters. A selection of new gunslinger gear is also provided, including new alchemical cartridges and bandoliers.

To make grit itself more flexible we also provide a wide range of new options for alternate uses of grit, including applying deeds to different categories of weapons, and alternate forms of grit such as guile and panache. An alternate gunslinger class, the fusilier, is provided to show how these rules work in practice, and to give an option for having dashing *Three Musketeers*-type characters with less explicit Old West flavor. This allows the grit rules, deeds, and magic items from *Ultimate Combat* become a more useful part of a wider range of campaign styles, including games with no firearms at all.

ALTERNATE DEEDS

The standard gunslinger class is designed for a specific style of play, but it's not the only kind of gunslinger character common in adventure fiction. To expand on the types of gunslingers that can be built, we present a set of alternate deeds available to characters with grit (and able to be used as the core of whole new classes – see the fusilier, below). With these deeds characters can focus on being steely-

gazed snipers, entertaining masters of complex targeting and ricochet, or cold hearted killers who keep shooting where others would admit defeat.

Because the gunslinger class is built using a specific set of deeds, when adding new deed options a GM must decide how the new deeds are gained. There are several different methods for allowing alternate deeds into a campaign. The simplest is to treat deeds as a menu of options similar to a rogue's talents or a witch's hexes. Using this system, a gunslinger is considered to have access to 3 deeds at first level, which may be chosen from those listed with the gunslinger class (deadeye, gunslinger's dodge, and quick clear) and/or the new 1st level deeds. As the gunslinger gains new deeds (at 3rd, 7th, 11th, 15th and 19th level), the character may select from any deeds of her level or less up to the number of deeds the class normally gains. GMs selecting this option may also wish to allow gunslingers to swap out deeds of a specific level at 4th level, and ever 4 levels afterward, much as spontaneous spellcasters may swap out spells known.

Alternatively, a GM may restrict the acquisition of new deeds to the use of the Guts feat (see Grit Feats, below). This allows gunslingers (and other characters to have gained access to grit) to expand their list of potential deeds, but limits the impact of new deeds to a lower level.

Whichever method a GM chooses, he may also decide to allow deeds from gunslinger archetypes to be acquired by the same method, though this should be examined on a case-by-base basis. Even if this is allowed, it's a good

idea to treat the deeds as if they were higher-level. Thus a character wishing to gain the Gun Tank's resolve deed from the gun tank archetype in Ultimate Combat must treat it as a 3rd level deed, rather than a 1st level deed.

This section presents 19 new deeds, arranged from 1st to 19th level deeds. Deeds normally gained by the gunslinger class are marked with an asterisks (*), and are included on this list for ease of reference.

1ST LEVEL DEEDS

Close-Quarters Shot
Exhibition Shot
Deadeye*
Gunslinger's Dodge*
Marksman
Point Shooting
Quick Clear*
Suppressing Shot
Trick Shot

3RD LEVEL DEEDS

Benchrest Shot
Distracting Shot
Gunslinger Initiative*
Pistol Whip*
Reckless Shot
Recoil
Utility Shot*



7TH LEVEL DEEDS

Dead Shot*
Retributive Shot
Startling Shot*
Targeting*
Thundering Shot
Will to Kill
Winged 'Em

11TH LEVEL DEEDS

Bleeding Wound*
Deadly Ricochet
Expert Loading*
Lightning Reload*
Nerves of Steel

15TH LEVELS DEEDS

Astonishing Ricochet
Evasive*
Menacing Shot*
Penetrating Shot
Slinger's Luck*

19TH LEVEL DEEDS

Cheat Death*
Death's Shot*
Enfilade
Stunning Shot*

1ST LEVEL DEEDS

Close-Quarters Shot (Ex): You are skilled at jamming a firearm into the ribs of a grappling foe. As long as you have at least 1 grit, when grappled you do not need to make a CMB check in order to make a single attack against your grappler with a one-handed firearm you are proficient with, as a standard action.

Exhibition Shot (Ex): You are skilled at making impressive attacks with a firearm, such as shooting through the center of a copper piece, cutting a playing card in half, shooting a pipe out of a target's mouth or an apple off a target's head, and even shooting buttons off a target's vest. As long as you have at least 1 grit, you can make extremely difficult shots designed to entertain, impress, or cow viewers. Whenever you would normally make an Intimidate check, you may instead make a firearm attack roll.

Example: Marshal Creedmore enters a bar and sees Jonas Jinx, a wanted fugitive, lighting a cigarette. Creedmore wishes to demoralize Jinx, and decides to put out the fugitive's cigarette with a trick shot. Creedmore makes a firearm attack roll using all his normal bonuses and penalties, and compares the result to 10 + Jinx's Hit Dice + Jinx's Wisdom modifier using the normal Intimidate rules.

You may also make a special Perform check using your attack bonus rather than your Perform skill bonus to make money as a trick-shot entertainer.

Marksman (Ex): As long as you have at least 1 grit, when you score a critical threat with a firearm attack, the attack roll made to confirm the critical always uses the foe's touch AC. (Normally an attack roll to confirm a critical threat uses the same AC as the attack roll that threatened.)

Point Shooting (Ex): You have learned how to aim using your natural and instinctive movements.

As long as you have at least 1 grit, whenever you are suffering penalties to an attack roll made with a firearm in its first range increment, you take only half the total penalty. This does not offset a reduced attack bonus from a loss of Dexterity, just actual penalties specifically to your attack rolls.

Example: Lady Applegate is shooting at snake cultists with a pistol (range increment 20 feet) and has been sickened and shaken, resulting in a -4 penalty to attack rolls. As long as she has at least one grit, if she shoots a snake cultist within 20 feet of her, she takes only half the -4 penalty, resulting in only a -2 penalty to her attack roll.

Suppressing Shot (Ex): As long as you have at least 1 grit, the first target you shoot with a firearm each round suffers a -1 penalty to attack rolls until the beginning of your next turn.

Trick Shot (Ex): As a standard action you may make one attack from a firearm. If the attack hits, deal damage normally, but also make a CMB check to perform a disarm, sunder, or trip attack on the target. You do not provoke an attack of opportunity for using this deed (beyond the normal attack of opportunity provoked by making a ranged attack), and do not suffer any special penalty if your CMB check misses the target's CMD by 10 or more. This deed costs 1 grit, +1 grit for every range increment to your target beyond the first range increment (2 grit for targets in your 2nd range increment, 3 grit for targets in your 3rd range increment, and so on).

3RD LEVEL DEEDS

Benchrest Shot (Ex): You can brace yourself and take careful aim, to gain maximum accuracy against a target. As long as you have at least 1 grit, as a full-round action you may aim at a single target you can see. You are considered flat-footed while aiming. The next ranged attack you make against the target you aimed at gains a +2 bonus to attack. If you move or are moved, lose sight of the target, take damage, fail a saving throw, or take a standard action or full-round action before make some other attack, you lose this bonus.



Distracting Shot (Ex): You are skilled at shooting targets in places that draw their attention away from other concerns. As long as you have at least 1 grit, as a standard action you may make a single firearm attack against one target. If you hit, the target is considered distracted for purposes of characters (other than you) making Stealth checks (allowing even characters without concealment to make Stealth checks, opposed by the target's Perception check), until the beginning of your next turn.

Reckless Shot (Ex): At the beginning of your round, before taking any other actions, you may choose to take a -1 penalty on all saving throws to gain a +1 bonus on firearm attack rolls. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to firearm attacks increases by +1. The effects of this feat last until the beginning of your next turn.

Recoil (Ex): As long as you have at least 1 grit, as a swift action you may expend one shot from a firearm to gain a bonus to Acrobatics checks made to jump and Escape Artist checks made to escape a grapple. This bonus is equal to +1 per 4 levels, + any enhancement bonus to attacks possessed by the firearm you expend a round from. The bonuses apply to a single skill check.

7TH LEVEL DEEDS

Retributive Shot (Ex): When you are knocked to 0 or fewer hit points, you may choose as a free action to make a single firearm attack at a single foe within your first range increment. The firearm attack cannot be augmented by any other feat or class ability. You may use this deed even if the attack that drops you to 0 or fewer hit points kills you. This deed costs 1 grit.

Thundering Shot (Ex): When you shoot a firearm, as a free action you may also force an adjacent foe to make a Fortitude save (DC 10 + 1/2 level + Wisdom modifier) or be deafened. (If you use guile, the deed's save DC is based on your Int modifier, if you use panache it is based on your Cha modifier – see alternate Grit, below). This deed costs 1 grit.

Will to Kill (Ex): Your psyche is built around your belief that you are a great marksman and warrior, and that drive to prove your skill with a firearm can overcome even magic compulsions. If you are under a mind-affecting effect that would normally prevent you from shooting your target of choice, at the beginning of your turn you may make a Will save (DC same as the effect that prevents you from firing). If you succeed, as a full-round action you may make one firearm attack against a target of your choice. This does not end the mind-affecting effect, it just allows you to overcome it by just enough to squeeze off a single shot. This deed costs 1 grit.

Winged 'Em (Ex): When you successfully hit and damage a target with a firearm attack, as a free action you may force the target to make a Fortitude save (DC 10 + 1/2 level + Wisdom modifier) or have one of its movement rates halved. The penalty to its movement rate remains until the damage dealt with the firearm attack is healed. Creatures immune to sneak attacks are immune to this effect. (If you use guile, the deed's save DC is based on your Int modifier, if you use panache it is based on your Cha modifier – see alternate Grit, below). This deed costs 1 grit.

11TH LEVEL DEEDS

Deadly Ricochet (Ex): As a standard action, you can make a single firearm attack at your full base attack bonus against a foe within your first range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is within one range increment of the first foe. You can only make one additional attack per round with this feat. This deed costs 1 grit.

Nerves of Steel (Ex): As a standard action you may make a single firearm attack against one target. Rather than roll 1d20 + attack bonus to determine what AC you hit, you automatically hit an AC of 10 + attack bonus or less. This deed costs 1 grit.

15TH LEVEL DEEDS

Astonishing Ricochet (Ex): If you make a firearm attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another firearm attack using the same attack bonus against another opponent within one range increment of your first target. This deed costs 1 grit.

Penetrating Shot (Ex): As a standard action you may make a single firearm attack that punches through your target's defenses. This attack ignores half the target's DR and hardness. This deed costs 1 grit.

19TH LEVEL DEEDS

Enfilade (Ex): You can unleash a wave of gunfire that sweeps in a line along your enemies. You must be wielding a firearm or set of firearms able to expend at least 4 rounds of ammunition without taking time to reload to perform an enfilade (two double-barreled pistols or a single revolver can accomplish this). You expend 4 rounds of ammunition, and make a single attack at your full attack bonus against all targets in a 60-foot-line within five range increments. This line does not have to begin adjacent to you – you can enfilade along a line running along any two points within range, as long as the line does not exceed 60 feet in length, and you have line of effect to every point along the line. This deed costs 1 grit.

GRIT FEATS

In addition to normal deeds, gunslingers and other grit-users can expand their options with grit feats. While gunslingers can take grit feats as bonus feats, any character able to meet the prerequisites can select grit feats when they gain a new feat at every odd level.

DEEDS VS. GRIT FEATS

Ultimate Combat introduces the grit feat, many of which grant access to a new deed. In this product, we create both new deeds (see Deed Options) and grit feats, leading to the obvious question “What’s the difference between a deed option and a grit feat?”

Put simply deed options are designed to be available to a gunslinger (or similar

alternate class such as the fusilier, see below) in place of the deeds the character normally receives, and have no prerequisites other than grit and class level. Grit feats generally do have other prerequisites (often other feats or minimum base attack bonus) and usually aren’t appropriate to simply replace a deed the gunslinger gains as a class power. Alternatively, grit feats may affect a character’s use of grit in ways other than by granting a new deed (such as the Extra Grit feat).

The Amateur Gunslinger and Extra Grit feats have been included here for completion, as they are referenced by other rules in this product, and alternate names for these feats have been given for campaigns using some of the Alternate Grit Rules (see below).

ACCURSED AMMUNITION (GRIT)

Your patron has taught you how to pour your power into the tools of the witch-hunters.

Prerequisites: Hex class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, caster level 3.

Benefit: As a standard action, you may make a single attack with a firearm that, if successful, affects the target with 1 hex you possess. The hex selected must be one with a range of at least 30 feet. The firearm attack also deals its normal damage. This deed cost 1 grit.

AMATEUR GUNSLINGER (COMBAT)

Although you are not a gunslinger, you have and can use grit.

Prerequisite: You have no levels in a class that has the grit class feature.

Benefit: You gain a small amount of grit and the ability to perform a single 1st-level deed from the gunslinger deed class feature. At the start of the day, you gain 1 grit point, though throughout the day you can gain grit points up to a maximum of your Wisdom modifier (minimum 1). You can regain grit using the rules for the gunslinger’s grit



class feature (see page 9). You can spend this grit to perform the 1st-level deed you chose upon taking this feat, and any other deed you have gained through feats or magic items.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Extra Grit feat.

Special: If you have guile rather than grit (see Alternate Grit), this feat may more appropriately be called “Sophistry”. If you have panache rather than grit (see Alternate Grit), this feat may more appropriately be called “Élan.”

DIVINE FORBEARANCE (GRIT)

You can afford to use dangerous weapons like firearms, because a divine force is looking out for you.

Prerequisites: Judgment class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +1.

Benefit: When a firearm you are wielding misfires or explodes, you may expend a use of your judgment ability to ignore the misfire and reroll the attack roll. The second attack is not a misfire even if it falls within your misfire range, and you gain a bonus on this attack equal to +1/3 your inquisitor levels.

EXTRA GRIT (GRIT)

You have more grit than the ordinary gunslinger.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

Normal: If you are a gunslinger, you gain your Wisdom modifier in grit points at the start

of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times.

Special: If you have guile rather than grit (see Alternate Grit), this feat may more appropriately be called “Extra Guile”. If you have panache rather than grit (see Alternate Grit), this feat may more appropriately be called “Extra Panache.”

FIREARM TOTEM (GRIT)

You are a member of a small tribe who have adopted the ultimate tool of decadent civilization, the firearm, as a spiritual mascot.

Prerequisites: Wild shape class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms.

Benefits: If you have at least 1 grit and are wielding a firearm when you wild shape, the firearm forms into a firearm-equipped harness for your new shape, and you can fire it while in your wild shape form. You cannot reload the firearm until you assume a form with the fine manipulation required to manage such a task.

GRENADIER (GRIT)

You like mixing firearms and bombs.

Prerequisites: Bomb class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +1.

Benefits: You may spend 1 grit to make a bomb attack as a touch attack (splash damage works normally). You also configure your bombs to allow them to be fired off the end of your firearms. As long as you have at least 1 grit, as a standard action you may expend 1 round of ammunition from a firearm you are wielding to make a bomb attack using your firearm’s range increments, to a maximum range of five range increments.

GUN CRAZY (GRIT)

Your fury is focused through firearms, making you a more accurate and dangerous shootist.

Prerequisites: Rage class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms.

Benefits: You may use and reload firearms while raging. When raging, if you have at least 1 grit, you gain a +2 morale bonus to firearm attack and damage rolls.

GUN KATA (GRIT)

You have truly learned the mystic way of the gun.

Prerequisites: Flurry of blows class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +1.

Benefits: As long as you have at least 1 grit, you may use your flurry of blows ability to determine the number of attacks and the attack bonus you use when making a full attack action with a firearm.

GUTS (GRIT)

You have more than just normal grit.

Prerequisites: Grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +1.

Benefit: You may select one deed of your level or less that you do not already know, and add it to the list of deeds to which you have access.

Special: This feat may be taken multiple times, but not more than once for every three character levels or hit dice you possess. Each time it is selected you select one new deed.

Special: If you have guile rather than grit (see Alternate Grit), this feat may more appropriately be called "Sly". If you have panache rather than grit (see Alternate Grit), this feat may more appropriately be called "Flair."

HOLY SHOOT (GRIT)

You can focus divine power through a firearm.

Prerequisites: Channel energy class feature, grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, caster level 5.

Benefit: You may center your channel energy effect on any point you have line of sight to within five range increments of a firearm you are wielding. You expend one round from your firearm to do this. This deed costs 1 grit and counts as a use of your channel energy ability.

LIGHTFOOT (GRIT)

Your sure-footed pace allows you to run and reload at the same time.

Prerequisites: Favored terrain class feature, grit class feature or Amateur Gunslinger.

Benefit: When you take a move action, standard action, or full-round action to reload a firearm or crossbow, and you are in a terrain you have selected as favored terrain and have at least 1 grit, you may also move up to your movement as part of the same action.

MASTER OF ARMS (GRIT)

You are an expert with more than just firearms.

Prerequisites: Grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +1.

Benefit: You may select an additional class of weapons with which you may use grit and deeds. (See *Grit and Weapon Options* in **Alternate Grit Rules**, below.)

SLASH AND SHOOT

Your weapon skills allow you to get the most out of firearms in melee.

Prerequisites: Grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, fighter 4.

Benefit: When you make a successful melee attack with a firearm (as a result of wielding a dual-purpose weapons such as a dagger pistol or axe musket, or through the use of the pistol whip deed) you may, as a swift action, also shoot the target with the firearm without provoking an attack of opportunity. This deed costs 1 grit, or 0 grit if used with pistol whip.



SORE LOSER (GRIT)

When things turn against you, it just makes you meaner.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: Each time a critical hit is confirmed against you, you fail a saving throw, or you are knocked unconscious, you regain 1 grit. You can regain a maximum of 4 grit each day through this method. Having a critical hit confirm on you, failing a save or being knocked unconscious outside the heat of battle or from an attack or effect from a creature that has fewer Hit Dice than half your character level does not restore grit.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times. Each time, it increases the maximum number of grit you can regain through this method by 4.

SPELL GUNNER (GRIT)

Prerequisites: Grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +4.

Benefit: When using magic or cold iron ammunition, you can attempt to shoot holes in the structure of magic effects, ending them. As a standard action you may shoot at a single magic effect of which you are aware. This acts as a targeted dispel from the *dispel magic* spell, except the check is 1d20 + your total attack bonus with the firearm (including any penalty for range if the target spell is beyond your weapon's first range increment). This deed costs 2 grit.

SUCK IT UP

You can tough it out in circumstances that would defeat weaker creatures.

Prerequisites: Grit class feature or Amateur Gunslinger, proficient with 1 or more firearms, base attack +5, Endurance or Toughness.

Benefit: You may spend 1 grit as a swift action to temporarily suppress the fatigued condition, or to cause the exhausted condition to act like the fatigued condition. You may also spend 1 grit as a swift action to heal yourself of 1d8 hit points +1 hp/2 levels. When you spend a grit on this deed, your maximum grit is reduced by one until you are fully healed and have received a full night's rest.

ALTERNATE GRIT RULES

Grit represents a gunslinger's ability to perform amazing deeds through luck and skill. Classically, "grit" as a characteristic is defined as firmness of spirit and unyielding will. However there's nothing about the game mechanics of grit that requires it be based off Wisdom, or that ties it strongly to the idea of will and strong individuality. There are lots of characters in fantasy and action stories who manage to perform acts in combat that fall outside the normal range of most people's abilities without showing special levels of "grit," and there are numerous explanations of where their astounding capabilities come from. To help represent different kinds of dashing, daring

heroes, we present two alternate forms of grit – guile and panache.

Except as noted in their descriptions below, guile and panache work exactly like grit, and simply replace the grit ability (or grit gained through the Amateur Gunslinger feat, which may use a different name when granting guile or panache). Characters are not allowed to have more than one kind of grit pool. No one can manage to access grit and guile, grit and panache, or guile and panache.

The easiest way to use guile and panache is to allow anyone who gains access to grit to swap it out for guile or panache to represent a character with a different kind of methodology and personality. This decision should be made when a character first gains access to grit, and once made it cannot be changed. With this simple change the gunslinger can become a cold and calculating student of the art of the shootist with guile, or a daring and flashy musketeer with panache. While these are minor changes, often the name of an ability and what ability score it works with help players define how appropriate they are for a specific campaign. A game focusing on high-seas piracy and high-court intrigue may have no place for western-themed grit, but guile and panache fit in perfectly.

Alternately, a GM may wish to use guile and panache when designing new archetypes for a campaign, or even creating alternate version of the gunslinger class. One example of an alternate gunslinger, the fusilier, is presented later in this product.

Guile (Ex): What characters with grit accomplish through boldness, determination, and sheer cussed toughness, characters with guile manage through innate craftiness, split-second thinking, unorthodox planning, and low cunning. Guile acts like grit, except whenever grit uses a character's Wisdom or Wis modifier in a calculation, guile instead uses Intelligence or Int modifier. Thus, a gunslinger who replaces grit with guile begins each day with a number of guile points equal to her Intelligence modifier.

Guile and grit are otherwise interchangeable, and the guile class feature counts as the grit class feature – a character with panache may take the Extra Grit feat to add to her guile (although it may well be listed as Extra Guile), and a non-gunslinger may take Amateur Gunslinger to gain guile (although the feat may be listed as Sophistry).

Panache (Ex): What characters with grit accomplish through boldness, determination, and sheer cussed toughness, characters with panache manage through flair, verve, and élan. Panache acts like grit, except whenever grit uses a character's Wisdom or Wis modifier in a calculation, panache instead uses Charisma or Cha modifier. Thus, a gunslinger who replaces grit with panache begins each day with a number of panache points equal to her Charisma modifier.

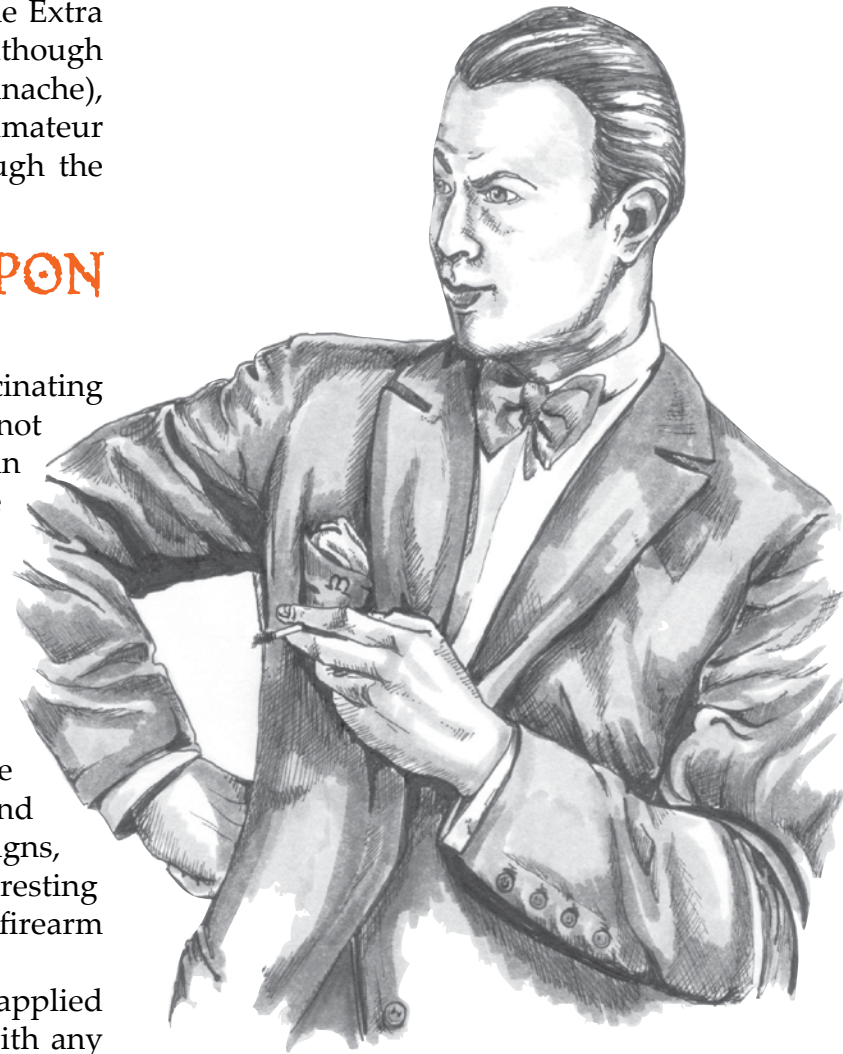
Panache and grit are otherwise interchangeable, and the panache class feature counts as the grit class feat – a

character with panache may take the Extra Grit feat to add to her panache (although it may well be listed as Extra Panache), and a non-gunslinger may take Amateur Gunslinger to gain panache (although the feat may be listed as Élan).

GRIT AND WEAPON OPTIONS

The grit class ability is a fascinating way to allow characters who are not spellcasters have a resource they can expend to perform acts beyond the normal rules of combat. While this works well for the gunslinger and firearms, there's no reason the rules can't be used to create options for characters using more common fantasy weapons. Taking this option also allows campaigns that exclude firearms entirely to adapt most grit and deed rules to apply to their campaigns, preventing this flexible and interesting mechanic from being ignored in pre-firearm settings.

However, some caution must be applied as well. Allowing grit to be used with any weapon would quickly become unbalancing. Weapons (especially melee weapons) that already have large critical threat ranges and deal above-average damage have a wide range of potential enhancements, especially those that play off the weapon's critical hits (including critical feats). Giving weapons that already push the upper bounds of combat effectiveness access to grit as well



can quickly make all other choices sub-par. However, there are three categories of non-firearm weapons that can benefit from grit (and most deeds) without unbalancing a campaign – bow, throw and sling weapon, burly weapons, and finesse weapons (each category is defined below).

These rules are designed to allow characters to apply deeds and grit feats to weapons more

in keeping with their concept, expanding the potential uses of grit and helping players create interesting character that are difficult to make effective with the current rules. Using these options, it's possible to allow a barbarian with a greataxe use grit to represent how his animal savagery and mighty thews allow him to do things with the burly weapon others cannot, or for a rapier-wielding member of the king's guard to use the panache alternate-grit rules to become a dashing swordsman.

A GM may choose to allow any character to select one category of weapons he may spend grit on when a character first gains grit, or he may restrict the use of alternate weapons to character who take the Master of arms feat (presented earlier in Grit Feats). A GM may also choose to only use these alternate weapon groups when creating archetypes and prestige classes for his campaign. An example of an alternate class using these rules is the fusilier, presented below.

ALTERNATE WEAPONS, GRIT, AND DEEDS

When a character selects another category of weapons he may spend grit on, he gains the ability to use those weapons in place of firearms for purposes of regaining grit (whenever one of his alternate weapons scores a critical hit or drops a foe to 0 or fewer hit points), and using deeds (applying the bonuses of deeds to attacks made with an alternate weapon, rather than a firearm). Not every deed is appropriate for every alternate weapon group, and a list of deeds that work with each group is presented after the group definitions, below.

If a deed has a restriction beyond being used with a firearm, those restrictions still apply. For example, the Close-Quarters deed may only be used with a 1-handed firearm. When applied to burly weapons, the deed can only be used with 1-handed burly weapons.

As not all firearm deeds make sense for alternate weapons sing grit, there are some obvious deeds that would make sense with alternate weapons that firearms shouldn't have access to. Below are two 1st level deeds for use with alternate weapons.

Boomerang (Ex): The boomerang ability can only be selected by characters able to use grit with a ranged attack from a thrown weapon. If you throw a weapon at a target in your weapon's first 2 range increments and your attack roll is successful, the weapon rebounds off your foe after dealing damage and ricochets back to your hand. You must have at least one grit left to use this ability. If you spend one grit, you may use this ability with a thrown weapon at any range increment, and it returns to your hand even if the attack misses (but not if your weapon is caught by a character with the Snatch Arrows feat).

Touché (Ex): You are a master of making short, quick attacks that slide between armor plates, avoid magic wards, and penetrate natural hide. At 1st-level, when using a weapon you may expend grit with, you may resolve a single attack as a touch attack. This deed costs 1 grit.

Bow, Throw, and Sling: This category includes all bows, crossbows, slings, and thrown weapons when they are used for ranged attacks (but not thrown weapons used in melee). Most deed and grit feats can be used with a character applying grit to this class of weapons, although the thundering shot feat can only be used by bow, throw, and sling weapons that deal sonic damage, and the stop bleeding function of the utility shot deed can only be used by bow, throw, and sling weapons that deal fire damage.

The following deeds may be used with bow, throw, and sling weapons:

1ST LEVEL DEEDS

Boomerang (thrown only)
Close-Quarters Shot
Exhibition Shot
Gunslinger's Dodge*
Marksman
Point Shooting
Suppressing Shot
Touché
Trick Shot

3RD LEVEL DEEDS

Benchrest Shot
Distracting Shot
Gunslinger Initiative*
Pistol Whip*
Reckless Shot
Utility Shot* (Blast lock and scoot
unattended object only)

7TH LEVEL DEEDS

Dead Shot*
Retributive Shot
Startling Shot*

Targeting*
Will to Kill
Winged 'Em

11TH LEVEL DEEDS

Bleeding Wound*
Deadly Ricochet
Lightning Reload* (crossbows only)
Nerves of Steel

15TH LEVEL DEEDS

Astonishing Ricochet
Evasive*
Penetrating Shot
Slinger's Luck*

19TH LEVEL DEEDS

Cheat Death*
Death's Shot*
Enfilade
Stunning Shot*

Burly Weapons: Burly weapons are melee weapons with a threat range of 20 and a critical multiple of x2 or x3. A weapon that normally qualifies as a burly weapon, but that has the *keen* ability or wielded by a character with Improved Critical is still considered a burly weapon.

The following deeds may be used with burly weapons:

1ST LEVEL DEEDS

Close-Quarters Shot
Gunslinger's Dodge*
Marksman
Suppressing Shot
Touché

3RD LEVEL DEEDS

Distracting Shot
Gunslinger Initiative*
Reckless Shot

7TH LEVEL DEEDS

Dead Shot*
Retributive Shot
Startling Shot*
Targeting*
Will to Kill
Winged 'Em

11TH LEVEL DEEDS

Bleeding Wound*
Nerves of Steel

15TH LEVEL DEEDS

Evasive*
Penetrating Shot
Slinger's Luck*

19TH LEVEL DEEDS

Cheat Death*
Death's Shot*
Stunning Shot*

Finesse Weapons: Finesse weapons are melee weapons that qualify for characters with the Weapon Finesse feat to add their Dexterity modifier to attack rolls. This includes any light weapon, elven curve blade, rapier, whip, and spiked chain (made for a creature of your size category), but also any weapon that specifies you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with it.

The following deeds may be used with finesse weapons:

1ST LEVEL DEEDS

Close-Quarters Shot
Gunslinger's Dodge*
Marksman
Suppressing Shot
Touché

3RD LEVEL DEEDS

Distracting Shot
Gunslinger Initiative*
Reckless Shot



7TH LEVEL DEEDS

Dead Shot*
Retributive Shot
Startling Shot*
Targeting*
Will to Kill
Winged 'Em

11TH LEVEL DEEDS

Bleeding Wound*
Nerves of Steel

15TH LEVEL DEEDS

Evasive*
Menacing Shot*
Penetrating Shot
Slinger's Luck*

19TH LEVEL DEEDS

Cheat Death*
Death's Shot*
Stunning Shot*

ALTERNATE GUNSLINGER: THE FUSILIER

While the rules for the gunslinger class work perfectly in the most traditional of fantasy campaign, the flavor of it's name and abilities draw much more heavily from the Old West than the lands of sword and sorcery. It's perfectly possible to use the gunslinger and spend grit while playing a character that draws more from the tradition of *The Man in the Iron Mask* and *The Count of Monte Cristo* than from shootouts at high noon and cattle barons, but the tone of the gunslinger's abilities does little to enhance the ambience of such a character. Additionally there's no need for characters of

this type to depend exclusively on their firearms to be different and interesting. The Three Musketeer were at least as adept with swords as muskets, and allowing a character to access a broader range of weapons with grit-like abilities both matches that classic trope better, and makes the class viable in campaigns with little or no access to firearms.

Thus we present the fusilier, an alternate class of the gunslinger. As the antipaladin is an alternate class of the paladin, or the ninja is an alternate class of the rogue, the fusilier is a class very similar to the gunslinger, but just a little too different to be easily detailed as an archetype. Levels in fusilier are considered levels in gunslinger for all prerequisites, and a character cannot take levels in both gunslinger and fusilier.

Unlike a gunslinger, a fusilier does not begin play with a free firearm or the automatic ability to repair or craft firearms. A fusilier has been trained in the use of firearms, but like a typical 1st level character a beginning fusilier must manage to buy any gear he wishes out of starting gp value.

The fusilier is an elite warrior, who depends on speed, maneuverability, and bold action in the face of peril to outwit and outmaneuver foes. While the most experienced fusiliers often take great care to acquire firearms of high quality and potency, they also take pride in their skill with gentlemanly weapons such as the rapier and whip. Indeed, many of the most famous fusiliers are most well-known for their swordplay and verve, rather than

amazing feats performed with firearms. In different lands, fusiliers may be called carabinieri, chasseurs, corsairs, musketeers, lancers, or voltigeurs, and they can be found in lands where firearms are common, and kingdoms where such weapons are totally unknown.

Alignment: A fusilier may be of any alignment, though for a group that often makes up the personal guards of kings and prelates, a surprising number are chaotic..

Hit Die: d10

Starting Wealth: 6d6 x 10 gp.

CLASS SKILLS

The fusilier's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the fusilier.

Weapon and Armor Proficiency: A fusilier is proficient with all simple and martial weapons, all firearms, and light armor and the buckler.

Dashing Defense (Ex): At 2nd level, when wearing light or no armor and not using a shield or a 2-handed melee weapon, a fusilier adds 1 point of his Charisma bonus (if any) per level to his Dexterity bonus to

modify Armor Class. If a fusilier is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

A character cannot add more than 2 ability score modifiers to his AC as a result of this ability. (Thus most characters add their dexterity and Charisma. However, a character who takes the duelist prestige class and gains canny defense could instead add any two of his Dexterity, Intelligence and Charisma modifiers to AC – but not all 3).

Panache (Ex): At first level, the fusilier gains the panache alternate version of grit, and the *Killing Blow With a Finesse Weapon* method for regaining panache. See **Alternate Grit Rules** (above) for more information on these options.

Deeds: A fusilier receives the same deeds as a gunslinger at the same levels, with the exception of the quick clear deed (which is not gained automatically, but can be selected with the Guts/Flair feat). A fusilier can use the following deeds with a finesse weapon in addition to with a firearm: gunslinger initiative, dead shot, startling shot, targeting.

TABLE 1: THE FUSILIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Deeds, panache
2	+2	+0	+3	+3	Dashing defense
3	+3	+1	+3	+3	Deeds
4	+4	+1	+4	+4	Finesse
5	+5	+1	+4	+4	Weapon training 1
6	+6/+1	+2	+5	+5	Staunch +1
7	+7/+2	+2	+5	+5	Deeds
8	+8/+3	+2	+6	+6	Bonus feat
9	+9/+4	+3	+6	+6	Weapon training 2
10	+10/+5	+3	+7	+7	Staunch +2
11	+11/+6/+1	+3	+7	+7	Deeds
12	+12/+7/+2	+4	+8	+8	Bonus feat
13	+13/+8/+3	+4	+8	+8	Weapon training 3
14	+14/+9/+4	+4	+9	+9	Staunch +3
15	+15/+10/+5	+5	+9	+9	Deeds
16	+16/+11/+6/+1	+5	+10	+10	Bonus feat
17	+17/+12/+7/+2	+5	+10	+10	Weapon training 4
18	+18/+13/+8/+3	+6	+11	+11	Staunch +4
19	+19/+14/+9/+4	+6	+11	+11	Deeds
20	+20/+15/+10/+5	+6	+12	+12	Unparalleled panache



A fusilier also begins play with the *touché* deed. If the fusilier gains additional deeds, he may use them with firearms or finesse weapons at will, as long as the deed is appropriate for use with such weapons (see **Alternate Weapons, Grit, and Deeds**, above).

Finesse: At 4th level a fusilier selects one of the following feats as a bonus feat: Agile Maneuvers, Blind-Fight, Bloody Assault*, Cleave, Close-Quarters Thrower**, Combat Expertise, Combat Reflexes, Deadly Aim, Improved Initiative, Step Up, Weapon Finesse, Whip Mastery**. The fusilier does not need to meet this feat's normal prerequisites.

*Indicates a feat from the *Advanced Player's Guide*.

**Indicates a feat from *Ultimate Combat*.

Weapon Training (Ex): Starting at 5th level, a fusilier can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol) or one specific finesse weapon. He gains a bonus equal to his Dexterity modifier on damage rolls when attacking with that type of weapon. A fusilier cannot add both his Strength and Dexterity modifier to a finesse weapon's damage, he must choose one or the other. If the fusilier selects a 2-handed finesse weapon he adds his normal Dexterity modifier to the damage, not x1.5 his Dexterity modifier. Furthermore if the fusilier selects a firearm, when he misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Every four levels thereafter (9th, 13th, and 17th), the fusilier picks up another type of weapon, gaining these bonuses for those types as well.

Staunch (Ex): At 6th level a fusilier's experience with the rigors of the world, and his strong loyalty to his cause, grant him a +1 bonus to Fortitude saves throws against disease and poison. This bonus increases by +1 every 4 levels (+2 at 10th, +3 and 14th, and so on).

Bonus Feats: At 8th level, and every four levels thereafter, a fusilier gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Unparalleled Panache (Ex): This functions as the gunslinger's true grit ability.

ALTERNATE FUSILIERS

While the fusilier is already an alternate class of the gunslinger, it can be further modified to serve a wide range of possible character types. If a GM dislikes the idea of any firearms existing in a campaign, he can change the fusilier so in addition to finesse weapons his deeds work with the bow, throw, and sling categories, rather than firearms. For a hard-hitting monster hunter, the class can be changed to use guile and the burly weapon and firearm categories. For a swift and savage scout, the class can be changed back to grit, and use the burly and bow, throw and sling weapon categories.

GUNSLINGER GEAR

In a world where alchemists can create bombs with magic effects, clerics can ask for divine inspiration, and wizards spend hours in labs designed to ease difficult research, it is inevitable the introduction of firearms will eventually spur the creation of new equipment. The following represents a small selection of the kinds of specialty equipment likely to be available to gunslingers in a game where firearms, alchemy, and magic collide.

TABLE 2: FIREARM GEAR

Item	Cost	Weight
Alchemical cartridge, sovereign	40 gp	–
Bullet, chilled iron	40 gp	–
Bullet, knock	20 gp	–
Bullet, mushroom	40 gp	–
Bullet, sunround	20 gp	–
Bandolier	20 gp	2 lbs.

FIREARM GEAR DESCRIPTIONS

ALCHEMICAL CARTRIDGE, SOVEREIGN

A sovereign alchemical cartridge carries a load of black powder that has enhanced potency, causing its bullet to be fired with greater force and speed. Sovereign alchemical cartridges gain a +1 circumstance bonus to damage rolls. Because of the increased pressure the firearm must

withstand when firing such a cartridge, a sovereign alchemical cartridge increases the firearm's misfire value by 2.

It is possible to craft a "sovereign firearm" with stronger, thicker materials to make it better able to withstand the rigors of firing a sovereign cartridge. Crafting such a weapon has the same cost and difficulty as crafting a masterwork firearm (a weapon can be both sovereign and masterwork, costing a total of +600 gp). Sovereign firearms do not increase their misfire value when firing a sovereign cartridge, but do weigh 25% more than a normal firearm of the same type.

BULLET, CHILLED IRON

A chilled iron bullet is designed to better penetrate armor. It is crafted by having the bullet created by pouring molten metal in a mold where the tip of the mold is made of iron, and the remainder of the mold made of sand. The tip of the bullet cools very rapidly, making it particularly hard, while the rest of the bullet cools more slowly in the sand section of the mold and becomes extremely tough. This combination makes the bullet hard enough to penetrate armor, without becoming so brittle it shatters rather than punch through the armor.

An attack made with a chilled iron bullet resolves as a touch attack one range increment further than normal rounds. Thus, an early firearm with chilled iron bullet resolves attacks as touch attacks for the first two range increments, while an advanced firearm with a chilled iron bullet resolves attacks as touch attacks for the first six range increments. Because chilled iron

bullets are less likely to shatter or expand upon impact (thus creating less ragged wounds), a critical threat with a chilled iron bullet suffers a -2 penalty to attack rolls to confirm the critical hit.

A chilled iron bullet cannot be made of any special material, including cold iron.

BULLET, KNOCK

A knock bullet is a large, heavy bullet formed of many metal rods held together by wax, that can only be fired from firearms with the scatter special property. Knock bullets have a range increment of 5 feet and do not resolve attacks as touch attacks. However, because of their sheet weight and power, and their ability to send component rods through any weak point on a hard target, they are excellent for blowing open doors, locked chests, hinges, and similar simple mechanical devices. When fired in its first range increment at an inanimate, unattended mechanical device, a knock bullet ignores half the target's hardness, and if its attack roll exceeds the item's break DC for Strength checks, the item gains the broken condition (or if already broken, is destroyed).

BULLET, MUSHROOM

A mushroom bullet is made of lead or similar soft metal, and may be pre-scored or shaped with a hollow nose to encourage the bullet to expand rapidly after hitting a target. While this produces large, ragged wounds, it also reduces the bullet's ability to penetrate armor. Mushroom bullets do not resolve their attacks as touch attacks at

any range increment. However, when fired at a range increment that would normally resolve as a touch attack, they give a +4 circumstance bonus to any attack roll made to confirm a critical threat.

BULLET, SUNROUND

A sunround is a bullet that has a thin coating of the same alchemical material used to create sunrods. When fired, the bullet glows brightly, and create a thin line of light from the firearm to its target. This bright glow easily illuminates a target, making its position clearly visible for a moment and aiding in determining its range. Characters making ranged attacks against a creature successfully hit with a sunround gain a +1 circumstance bonus to attacks for one round, or until the target moves to a new position. As with most circumstance bonuses, this bonus does not stack with itself.

BANDOLIER

A bandolier is a long belt, normally carried across the chest from shoulder to hip, with small pockets designed to carry rounds of alchemical cartridges or pre-measured loads of black powder and bullets. A bandolier can carry 100 rounds of ammunition. Because of the ease of access, loading a firearm with ammunition from a bandolier does not provoke an attack of opportunity.

WE ERR ON THE SIDE OF AWESOME!

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