# THE GUN PRIEST



A Guide to the Gun Priests of Rhune: Dawn of Twilight



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## PREFACE

I like hybrid classes and at the risk of sounding a little cliché, I liked them before they were cool. Of course, that was before they were called hybrid classes, back when building a hybrid wizard/fighter meant multi-classing, and when rolling a critical with a firearm meant exploding dice (come on 0s!!). Of course, some of you probably remember the first and second editions of that other role-playing game and know exactly what I'm talking about. While it had its charm, at times, it was really a pain. Personally, I think the new incarnations of the hybrid classes are spot on – you get to jump right into a distinct, fun role without needing to check a lot of baggage for your trip. As far as I'm concerned, that's just cool.

So, why the gun priest? Well, I designed the gun priest because it's a class I wanted to play! And really, is there any better reason?

Gun priests might occupy any number roles in an adventuring party, but most of those roles should leave the priest room to do what he's good at – destroying the enemies of his god. Whether it is with a holy spell on his lips or a loaded rifle, secluded in the hills overlooking an enemy encampment, gun priests are a tenacious, dedicated lot. In a lot of ways, gun priests are similar to war priests, although they are far less likely to wade into melee combat. Still, some of the pistol wielding zealots might, especially when the odds are against them. Whether dropping targets from afar or springing between foes in close combat, a gun priest always gets it done – normally with a prayer of thanks on his lips for a well-placed shot.

The gun priest is one of the many new hybrids we're going to be releasing as part of the revised and updated Rhune: Dawn of Twilight. This class, alongside a few others, is going to appear in our upcoming *Rhune: Dawn of Twilight Campaign Guide*, out later this fall.

JAYE SONIA February 2015



# The Gun Priest

HE VESTED SONS OF VELASH, A UNIQUE

**SECT OF DWARVEN PRIESTS**, created the very first gun, and with it, ordained Midgard's very first gun priest. Since that day, their ways have spread beyond the dwarven temples that originally birthed them. The men and women who take up this path are a special breed, an elite group that understands there is only one way to win Ragnarök – through superior firepower.

Gun priests are a devoted, militant lot whose understanding of firearms is seconded only to their knowledge of the Old Gods. They are committed to both paths equally. seeking to master them before the inevitability that is Ragnarök. While most gun priests are dwarves, the occasional human or clockwork elf also takes up this calling.

## Role

Gun priests are militant, religious warriors. They are frequently found defending their temples, as well as traveling with other clerics or religious warriors, acting as snipers, supporting their fellows from afar. Some gun priests, however, choose the lone path. These gun priests sometimes join mercenary companies, where they can apply their divine and martial talents equally – in the heat of battle!

## Alignment

A gun priest's alignment must always be within one step of his deity's, along either the law/chaos axis or the good/evil axis (see Chapter 7 of the *Pathfinder Core Rulebook*).

## Hit Die

d8

## Alternate Classes

Cleric and gunslinger

## STARTING WEALTH

 $3d6 \times 10~gp$  (average 105 gp) and the gun priest begins with his starting firearm.

## CLASS SKILLS

The gun priest's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

## SKILL RANKS PER LEVEL:

2 + Int modifier.

Level	BAB	Fort	Reflex	Will	Special	Spells Per Day
1	+0	+0	+2	+2	Aura, domain, gunsmith, orisons, vested gun	1
2	+1	+0	+3	+3	Nimble +1	2
3	+2	+1	+3	+3	Channel energy 1d6	3
4	+3	+1	+4	+4	Deeds, grit, sacred gun +1	3/1
5	+3	+1	+4	+4	Bonus feat	4/2
6	+4	+2	+5	+5	Nimble +2	4/3
7	+5	+2	+5	+5	Channel energy 2d6	4/3/1
8	+6/+1	+2	+6	+6	Sacred gun +2	4/4/2
9	+6/+1	+3	+6	+6	Bonus feat, deeds	5/4/3
10	+7/+2	+3	+7	+7	Nimble +3	5/4/3/1
11	+8/+3	+3	+7	+7	Channel energy 3d6	5/4/4/2
12	+9/+4	+4	+8	+8	Sacred gun +3	5/5/4/3
13	+9/+4	+4	+8	+8	Bonus feat, deeds	5/5/4/3/1
14	+10/+5	+4	+9	+9	Nimble +4	5/5/4/4/2
15	+11/+6/+1	+5	+9	+9	Channel energy 4d6	5/5/5/4/3
16	+12/+7/+2	+5	+10	+10	Sacred gun +4	5/5/5/4/3/1
17	+12/+7/+2	+5	+10	+10	Bonus feat, deeds	5/5/5/4/4/2
18	+13/+8/+3	+6	+10	+10	Nimble +5	5/5/5/5/4/3
19	+14/+9/+4	+6	+10	+10	Channel energy 5d6	5/5/5/5/5/4
20	+15/+10/+5	+6	+12	+12	Gun master's wrath, sacred gun +5	5/5/5/5/5/5

## **CLASS FEATURES**

Weapon and Armor Proficiencies A gun priest is proficient with all simple and martial weapons, as well as with firearms. He is also proficient with light armor.

**Aura (Ex)** A gun priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

**Spells** Like a cleric, a gun priest casts divine spells, which he draws from the cleric spell list. His alignment, however, may restrict him from casting certain spells opposed to his beliefs; see the descriptions for chaotic, evil, good, and lawful spells. Like a cleric, a gun priest must choose and prepare his spells in advance.

To prepare or cast a spell, a gun priest must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class

for a saving throw against the gun priest's spell is 10 + the spell level + the gun priest's Wisdom modifier.

Like other spellcasters, a gun priest can only cast a certain number of spells of each level per day. His daily allotment of spells is given on Table: Gun Priest Spells. Additionally, a gun priest will receive bonus spells per day if he has a high Wisdom score.

Like a cleric, a gun priest must meditate and prepare his spells daily. Unlike a cleric, however, a gun priest performs a daily ritual, in which his vested gun is the main focus, when contemplating his divine path. He must have his vested gun when he prepares his spells. A gun priest that does not have his vested gun may not prepare spells.

> **Bonus Feats** At 5th level, and every 4 levels thereafter, a gun priest gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The gun priest must still meet the prerequisites for these feats.

**Channel Energy (Su)** Similar to a cleric, a gun priest can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good gun priest (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil gun priest (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral gun priest who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the gun priest. The amount of damage dealt or healed is equal to
1d6 points of damage plus 1d6 points of damage for every four gun priest levels beyond 3rd (2d6 at 7th, 3d6 at

11th, 4d6 at 15th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the gun priest's level + the gun priest's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A gun priest may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A gun priest can choose whether or not to include himself in this effect. A gun priest must be able to present his holy symbol to use this ability.

**Domains** Similar to a cleric, a gun priest gains access to the domains associated with his god or philosophy. Unlike the cleric, however, the gun priest may only select a single domain from which to receive bonus spells and domain powers. Once this domain is chosen, it may not be changed. The restriction on alignment domains still applies to the gun priest.

**Grit (Ex)** Starting at 4th level, a gun priest gains grit, just like a gunslinger. At the start of each day, a gun priest gains a number of grit points equal to his Wisdom modifier (minimum 1). Although these grit points will fluctuate throughout the day, the gun priest may never have more grit points than his Wisdom modifier allows. The gun priest may use these grit points to accomplish any number of deeds. A gun priest may only use his grit to perform deeds while wielding his vested gun. Like a gunslinger, a gun priest regains grit in the following ways:

**Critical Hit with his Vested Gun:** Each time a gun priest confirms a critical hit with his vested gun, he regains 1 point of grit. Confirming a critical hit on a helpless, unaware, or weak creature (one who has Hit Dice equal to or less than half of the gun priest's character level) does not restore grit. Likewise, confirming a critical hit with any weapon besides his vested gun does not restore grit.

*Killing Blow with his Vested Gun:* When a gun priest reduces an enemy to less than o hit points while using his vested gun, he regains a single point of grit. Reducing a helpless, unaware, or weak creature (one who has Hit Dice equal to or less than half of the gun priest's character level) to less than o hit points does not restore grit. Likewise, destroying unattended objects does not restore any grit.

**Deeds (Ex)** Gun priests, just like gunslingers, spend grit to execute the various deeds they learn. The gun priest gains access to additional deeds, as he levels, just likes a gunslinger. A gun priest may only perform deeds that are his level or lower.

**Gun Master's Wrath (Su)** At 20th level, the gun priest becomes a living extension of his god's wrath. Once per day, as a standard action, the gun priest may activate this ability to



gain the following benefits: The gun priest is *hasted*, *blurred*, gains DR 10/—, and automatically confirms all critical threats with his gun. This ability lasts 1 minute.

**Gunsmith** At 1st level, the gun priest receives either a Vested Pistol or Vested Rifle. Additionally, the gun priest gains Gunsmithing as a bonus feat.

Nimble (Ex) Starting at 2nd level, a gun priest gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gun priest to lose his Dexterity bonus to AC also causes the gun priest to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

**Orisons** Gun priest can prepare four orisons, or o-level spells, each day. These spells are cast like any other spell, but are not considered expended when cast and may be used again.

**Sacred Gun (Su)** The gun priest's faith is focused through the barrel of his gun.

At 4th level the gun priest gains the ability to imbue his gun with divine power as a swift action. When he does so, his weapon gains a +1 enhancement bonus. For every four levels beyond 4th level, this bonus increases by +1 to a maximum of +5 at 20th level. The gun priest may, at higher levels, imbue his gun with magical properties. Adding any of these properties consumes an amount of bonus equal to the properties base cost and the gun priest may not add or duplicate properties. Additionally, the gun priest may not add properties to his gun that are opposed to his alignment (a good gun priest cannot add the *unholy* property, for instance). The gun must have at least a +1 enhancement bonus before any other properties can be added, whether that enhancement is gained through the use of this ability or is inherent.

Once the gun priest reaches 8th level, he adds the following to the list of properties that he can imbue his weapon with: *bane, corrosive, cruel, flaming, frost, ghost touch, reliable, shock,* and *thundering.* 

Once the gun priest reaches 12th level, he adds the following to the list of properties that he can imbue his weapon with: *anarchic, axiomatic, designating (lesser), disruptive, holy, negating,* and *unholy.* 

Once the gun priest reaches 16th level, he adds the following to the list of properties that he can imbue his weapon with: corrosive burst, distance, flaming burst, icy burst, igniting, keen, seeking, and shocking burst.

Once the gun priest reaches 20th level, he adds the following to the list of properties that he can imbue his weapon with: *brilliant energy*, *designating (greater)*, *nimble shot*, *reliable* (greater), speed, and stalking.

The gun priest can only use this ability one round per day per gun priest level, but these

rounds need not be consecutive. The enhancement bonus and properties are determined the first time the ability is used each day, and cannot be changed until the ability is used on the following day. Furthermore, these bonuses only apply while the gun priest is holding his gun. They immediately end if the gun priest is separated from his gun – whether by choice (he holsters his weapon) or by accident (he is disarmed). This ability can be ended as a free action at the start of the gun priest's turn.

**Vested Weapon (Ex)** At 1st level, a gun priest gains his vested gun, a single pistol or rifle that is the focus for many of his divine abilities. The gun priest, upon receiving his vested gun, undergoes a religious ceremony that binds him to his vested gun. Anyone else that tries to use the gun priest's vested gun treats it as if it had the broken condition. If the gun priest's vested weapon already has the broken condition, it fails to work for anyone else.

The gun priest treats his vested gun with the same reverence he would a holy book or symbol. Accordingly, he never willingly parts with his vested gun – he may not sell it, lend it to others, or otherwise abandon it. If, for any reason, his vested gun is taken from him, the gun priest must do everything in his power to recover it.

The gun priest's vested gun may be upgraded and enchanted as normal.

#### Firearms

#### **Vested Pistol\***

			· · ·		Weight	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
300 gp 1d6	x2	1	4	30 ft.	4 lbs.	B/P

#### Vested Rifle\*

Cost	Dmg	Crit	Misfire	Capacity	Range	Weight	Туре
600 gp	1d8	x3	1	1	60 ft.	8 lbs.	B/P

\*Vested Weapons are religious icons restricted to the Priesthood of Velash. These guns are never sold.



## **Ex-GUN PRIESTS**

A gun priest who betrays or ignores his duty to his god, or who otherwise dishonors his title, stands the chance of falling from grace. If he does so, he looses access to all of his spells and class features, except for armor and weapon proficiencies, his nimble ability, and his bonus feats. Gun priests who fall from grace cannot gain additional levels in the gun priest class until atoning for their actions (see the *atonement* spell for more information).

## GUNSMITHING

You know how to repair and restore firearms.

**Benefit:** If you have access to the appropriate tools and materials, you can create and restore firearms and craft bullets for all types of firearms. You must still make a Craft check to create firearms and ammunition, but gain a +3 competence bonus when doing so.

**Crafting Firearms:** You can craft a firearm for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 500 gp of the firearm's price (minimum 1 day).

**Crafting Ammunition:** You can craft bullets for a cost in raw materials equal to half of the price. If you have at least 1 rank in Craft (alchemy), you can craft special ammunition for a cost in raw materials equal to half the price of the ammunition. Crafting bullets or special ammunition takes 1 day of work for every 500 gp of ammunition (minimum 1 day) and requires a reloading press.

**Restoring a Broken Firearm:** Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition.

**Special:** If you are a gun priest or gunslinger, this feat grants the following an additional benefit. You can use this feat to upgrade your starting weapon to a masterwork firearm of its type. It costs 300 gp and 1 day of uninterrupted work to upgrade your pistol or rifle.

### New Gun Priest & Gunslinger Feats

#### **Dirty Deeds**

You fell from grace and now you only gain grit by doing what others won't...

**Prerequisites** Grit class feature or Amateur Gunslinger, any non-good alignment

**Benefit** You gain grit by reducing helpless or unaware creatures to o or fewer hit points, including creatures that have fewer Hit Dice than ½ of the gun priest's (or gunslinger) character level.

**Normal** Destroying an unattended object, reducing a helpless or unaware creature to o or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to o or fewer hit points does not restore any grit.

**Special** Killing a helpless or unaware creature is considered a dishonorable act that costs 2 points of honor.

#### Divine Aid (Grit)

You grit your teetYou grit your teeth and ask a little more of the Old Gods when you channel energy!

**Prerequisites** Grit class feature or Amateur Gunslinger, ability to channel positive energy.

**Benefits** Whenever you channel positive energy, you may spend a single point of grit to add an additional 1d6 worth of healing energy to your dice pool. Additionally, you treat any 1s you roll as 2s for this channel.

#### Holy Gun

#### Your connection to your firearm is divine.

**Prerequisites** Weapon trick class ability.

**Benefits** You may use your firearm in place of your holy symbol when channeling energy or casting spells.

#### Give em' Hell (Grit)

## When it's time to serve up the pain, you do so with the faith that only priest can muster!

**Prerequisites** Grit class feature or Amateur Gunslinger, ability to channel positive energy





**Benefits** As an immediate action, you may spend a single point of grit to change the type of energy you channel (channeling negative instead of positive) for a single channel. When you channel in this way, it functions in all ways as if you possessed the ability to normally channel negative energy, using your normal channel dice, DC, and so on.

#### Gun Priest's Resolve (Grit)

#### You aren't so easily swayed!

**Prerequisites** Grit class feature or Amateur Gunslinger, ability to channel energy

**Benefits** Whenever you fail a Will save that would force you to flee from combat, abandon an ally, or hurt one of your friends, you may spend a single point of grit to roll gain an additional Will save at a +2 bonus. You must take this second roll, even if it is worse than the first.

#### Shoot em' in the Face! (Grit)

You know that armor often keeps men alive and you've learned to aim for the whites of their eyes!

**Prerequisites** Grit class feature or Amateur Gunslinger,  $7^{\text{th}}$  level

**Benefits** Whenever you shoot a target in the head with the targeting deed, they are *blinded* for 1 round and *confused* for an additional 1d4 rounds. When you target a creature this way, it costs two points of grit instead of one. Creatures immune to sneak attacks or precision damage are immune to this effect.

#### Wrath of the Gun Priest

You can channel the wrath of your God through your gun!

**Prerequisites** Grit class feature or Amateur Gunslinger, ability to channel energy

Benefits Whenever you threaten a critical hit with a firearm you are wielding, you may sacrifice a single use of your channel energy class ability to automatically confirm that critical.

#### Wyrd Gunner (Grit)

Your understanding of your fate fuels your divine retribution.

**Prerequisites** Grit class feature or Amateur Gunslinger, wyrd points

**Benefits** You may spend points of wyrd to regain grit. Whenever you spend points of wyrd to regain grit, you gain two points of grit for every point of wyrd spent.

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