

# GUNSLINGER

**Table: The Gunslinger**

**Hit Die: d6.**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Combat Style, Quick reload
2nd	+2	+0	+3	+0	Evasion,
3rd	+3	+1	+3	+1	Defensive position
4th	+4	+1	+4	+1	Uncanny dodge
5th	+5	+1	+4	+1	Range flanking
6th	+6/+1	+2	+5	+2	Ranged threat
7th	+7/+2	+2	+5	+2	Close combat shot
8th	+8/+3	+2	+6	+2	Improved uncanny dodge, Dead aim
9th	+9/+4	+3	+6	+3	Improved evasion
10th	+10/+5	+3	+7	+3	Special ability
11th	+11/+6/+1	+3	+7	+3	Combat style mastery
12th	+12/+7/+2	+4	+8	+4	Lightning shot
13th	+13/+8/+3	+4	+8	+4	Sharp shooting
14th	+14/+9/+4	+4	+9	+4	Camouflage
15th	+15/+10/+5	+5	+9	+5	Special ability
16th	+16/+11/+6/+1	+5	+10	+5	Dead aim
17th	+17/+12/+7/+2	+5	+10	+5	
18th	+18/+13/+8/+3	+6	+11	+6	Special ability
19th	+19/+14/+9/+4	+6	+11	+6	
20th	+20/+15/+10/+5	+6	+12	+6	Special ability

Alignment: Any.

## Class Skills

The gunslinger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local, nobility, current events) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2+ Int modifier.

## Class Features

All of the following are class features of the gunslinger.

**Weapon and Armor Proficiency:** Gunslingers are proficient with all simple weapons, plus fire arms, long arms, and the hand crossbow, rapier, sap, shortbow, and short sword. Gunslingers are proficient with light armor, but not with shields.

**Combat Style (Ex):** At 1st level, a gunslinger must select one of two combat styles to pursue: long arms or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the gunslinger selects archery, he is treated as having the [Rapid Shot](#) feat, even if he does not have the normal prerequisites for that feat.

If the gunslinger selects two-weapon combat, he is treated as having the [Two-Weapon Fighting](#) feat, even if he does not have the normal prerequisites for that feat.

The benefits of the gunslinger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Quick Reload (EX):** You can reload a gun with a box magazine or speed loader as a free action, reloading internal ammo as a standard action, both still incur attacks opportunity.

**Evasion (Ex):** At 2nd level and higher, a gunslinger can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the gunslinger is wearing light armor or no armor. A [helpless](#) gunslinger does not gain the benefit of evasion.

**Defensive Position (Ex):** Receive an additional +2 bonus to cover and reflex saves anytime you would normally receive cover from your surroundings.

**Uncanny Dodge (Ex):** Starting at 4th level, a gunslinger can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught [flat-footed](#) or struck by an [invisible](#) attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a gunslinger already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below)

instead.

**Ranged Flanking (Ex):** You threaten squares and may make attacks of opportunity as normal, as well as being capable of flanking an opponent when wielding a fire arm. You are effectively in melee with an opponent you attack even if using ranged fire arm, you flank squares appropriate to your size, not the weapons range.

**Ranged Threat (Ex):** When armed with a ranged weapon, you threaten every square within 15 feet, but do not flank at that distance. If a target in this threatened area takes an action that provokes an attack of opportunity, you may make one ranged attack at your highest attack bonus against that target. You may only use this feature once per round, and this counts as all of your attacks of opportunity for that round, even if you are allowed more than one.

**Close Combat Shot (Ex):** With a medium or smaller firearm you may attack while in a threatened area without provoking an attack of opportunity.

**Improved Uncanny Dodge (Ex):** A gunslinger of 8th level or higher can no longer be flanked. This defense denies another gunslinger the ability to sneak attack the character by flanking her, unless the attacker has at least four more gunslinger levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum gunslinger level required to flank the character.

**Dead Aim (Ex):** If you spend a full round aiming on an opponent you receive a +2 on the rest of your attacks against that opponent for a number of rounds equal to your wisdom modifier.

**Improved Evasion (Ex):** At 9th level, a gunslinger's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A [helpless](#) gunslinger does not gain the benefit of improved evasion.

**Combat Style Mastery (Ex):** At 11th level, a gunslinger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the [Improved Precise Shot](#) feat, even if he does not have the normal prerequisites for that feat.

If the gunslinger selected two-weapon combat at 2nd level, he is treated as having the [Greater Two-Weapon Fighting](#) feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the gunslinger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Lightning Shot (Ex):** By performing a full round attack action you can make a flurry attack. One additional attack is made at your highest attack modifier, but this and all other attacks in the round suffer a -2 attack penalty.

**Sharp Shooting (Ex):** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. This ability even works on magical (Glamer) effects. In addition, when you shoot or throw ranged weapons at a grappling opponent, you strike at the opponent you have chosen.

**Camouflage (Ex):** A gunslinger of 14th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Bulls Eye (Ex):** By spending a full round action to study your foe you receive +1d6 damage on all attacks that you make against that particular enemy for a number of rounds equal to your wisdom modifier. This effect does stack with that of Dead Aim.

**Special Abilities:** On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a gunslinger gains a special ability of her choice from among the following options.

*Crippling Strike (Ex):* A gunslinger with this ability can attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her Dead Aim attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

*Defensive Roll (Ex):* The gunslinger can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the gunslinger can attempt to roll with the damage. To use this ability, the gunslinger must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive



roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the gunslinger's evasion ability does not apply to the defensive roll.

*Opportunist (Ex)*: Once per round, the gunslinger can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the gunslinger's attack of opportunity for that round. Even a gunslinger with the [Combat Reflexes](#) feat can't use the opportunist ability more than once per round.

*Skill Mastery*: The gunslinger becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A gunslinger may gain this special ability multiple times, selecting additional skills for it to apply to each time.

*Slippery Mind (Ex)*: This ability represents the gunslinger's ability to wriggle free from magical effects that would otherwise control or compel her. If a gunslinger with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Feat*: A gunslinger may gain a bonus feat in place of a special ability.

**Class Note**: Rapid Shot, Lightning Shot and Two Weapon Fighting can be used in conjunction with each other, but remember the -2 penalty from Rapid Shot stacks and applies to all other attack penalties in a round for all attacks.

Name	Damage	Critical	Range	Magazine	Rate of Fire	Damage Type	Size	Ammo	Weight	Cost
<b>Handguns</b>										
Pathfinder	2d4	19 x2	40ft	10 box	Semi-Auto	Piercing	small	9 mm	3 lb	350 gp
6 Shooter	2d6	20 x2	30ft	6 cylinder	Semi-Auto	Piercing	med	.22 caliber	3 lb	500 gp
Magnum	2d6	20 x3	40ft	9cylinder	Semi-Auto	Piercing	med	.22 caliber	5 lb	650 gp
Mage Stone	2d8	20 x 2	60ft	50 charges	Single Shot	Magic	med	charge	5 lb	750 gp
<b>Long Arms</b>										
Fire Rod	2d12	19 x2	150ft	8 box	Single Shot	Piercing	large	7.62 mm	12 lb	1,200 gp
Boom Stick	2d12/1d8	20 x3	20ft	6 internal	Single Shot	Bludgeoning/ Piercing	large	12 gauge	9 lb	650 gp

1 - This weapon operates like a staff starting with 50 charges you must have the feats required to handle a firearm before you can wield this weapon.

2 - After 60ft this weapon has a 5"-10" spread dealing the second damage amount.

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