

## Gunslinger

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	0	4	2	1	Steady Hand
02	2	0	4	3	2	Bonus Feat
03	3	1	5	3	2	
04	4	1	5	4	3	Bonus Feat
05	5	1	6	4	3	Gun Trick #1
06	6/1	2	6	5	3	Bonus Feat, Dead Eye, Snipe +1d6
07	7/2	2	7	5	4	
08	8/3	2	7	6	4	Bonus Feat
09	9/4	3	8	6	5	Snipe +2d6
10	10/5	3	8	7	5	Bonus Feat, Gun Trick #2
11	11/6/1	3	9	7	5	Lock On
12	12/7/2	4	9	8	6	Bonus Feat, Snipe +3d6
13	13/8/3	4	10	8	6	
14	14/9/4	4	10	9	7	Bonus Feat
15	15/10/5	5	11	9	7	Gun Trick #3, Snipe +4d6
16	16/11/6/1	5	11	10	7	Bonus Feat, Heat seeker
17	17/12/7/2	5	12	10	8	
18	18/13/8/3	6	12	11	8	Bonus Feat, Snipe +5d6
19	19/14/9/4	6	13	11	9	
20	20/15/10/5	6	13	12	9	Bonus Feat, Gun Trick #4

Cold Hearted warriors of the gun, this class is for those wanting to live out their wild west fantasy with abilities to not only be a crack shot with guns but also pull off what is normally considered impossible shots to being with. The gunslinger is pretty useless without their gun and many consider their firearm as a part of themselves.

**Steady Hand** – Player reduces their Attack to the last action in that round of combat for their level in bonus damage or to hit (The choice must be called before the attack is rolled) this acts as a full round attack thus the player cannot move and attack.

**Bonus Feat** – Able Sniper, Catch off Guard, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deafening Critical, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Vital Strike, Improvised Weapon Mastery, Lucky Bullet, Many shot, Pinpoint Targeting, Precise Shot, Point Blank, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Planned Attack, Reckless Offense, Cumbrous Fortitude, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Wanted Dead or Alive

**Gun Trick** – Gun tricks allow the gunslinger to perform unusual tricks with guns a player upon gaining this ability can choose from one of the below, so long as they are of the required level

*Ricochets Bullet* – Player can redirect bullets off a hard surface to hit around cover, changes a targets cover to concealment of 75%

*Double Tap* – Shot so quickly one bullet follows damage is x1 ½ not normal reduces ADS by 4 from the shot [level 10 required]

*Bullet Shot* – The player is such a skilled shooter to be able to shoot away ranged attacks, +5 PS verses 1 normal Ranged attack (This does not defend against siege weapon attacks) [level 10 required]

*Homemade Special* – The Player is skilled at crafting ammo on the road no weapons bench penalty given to craft ammo at any time, all crafted Ammo is +1

*Spread Shot* – Player has cut their bullets to be able to hit one adjacent target of the original target. When the player rolls their attack to hit for the first target, that roll counts for the adjacent target. [Level 10 required]

*Gun Tool* – Player gains a +10 Disarm Device, +10 Explosives and +10 Notice

*Quick release* – Player can reduce the unjam time to a Standard action (Normally full round)

*Big Boom* – Player takes a full round action and their attack does area damage to a 10x10 area

*Boom Stick* – Player can add their gunslinger levels as a bonus to intimidation and resistance against psychological attack.

*Two Stage Shot* – Players attack does additional 1d6 damage, the next round (must be declared upon use) [level 10 required]

*Dance Sucker* – Player can use a full round to halt the movement of one target

*Counter Argument* – Player can shoot their gun to gain attention or event counter one verbal based attack/ support such as bardic performances.

**Dead Eye** – Player can use Steady Hand and now move in the same round

**Snipe Attack** - If a Gunslinger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Gunslinger's attack deals extra damage anytime her target is caught surprised or when a Gunslinger can feign their attack on a target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter and ignore the Armor and End Bonus in their ADS score. Should the Gunslinger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Gunslinger must be able to see the target well enough to pick out a vital spot. A Gunslinger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

**Lock On** – Player can make two shots with Steady Hand

**Heat Seeker** – Player can make three shots with Steady Hand

**Weapon Proficiencies:**  
All Simple Weapons, Only Firearms of Martial Weapons

**Armor Proficiencies:**  
No Armor Proficiencies

**Hit Die:** 1d8

**Skills:** (points per level 30 + INT MOD),  
Acrobatics, Bluff, Climb, Concentration, Craft, Gather Info, Intimidate, Jump, Knowledge Area, Knowledge  
Law, Notice, Profession, Ride, Stealth, Survival, Swim, Taunt, Use Rope

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