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**Special Electronic Features**

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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**About Legendary Games**

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson, Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.
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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

- **ACG** = Pathfinder Roleplaying Game Advanced Class Guide
- **APG** = Pathfinder Roleplaying Game Advanced Player's Guide
- **GMG** = Pathfinder Roleplaying Game Gamemastery Guide
- **ISG** = Guide to the gods of the inland sea region of the official Pathfinder campaign world.
- **ISWG** = World guide to the inland sea region of the official Pathfinder campaign world.
- **PU** = Pathfinder Roleplaying Game Pathfinder Unchained
- **TG** = Softcover guide to technology in the Pathfinder Roleplaying Game
- **UC** = Pathfinder Roleplaying Game Ultimate Combat
- **UE** = Pathfinder Roleplaying Game Ultimate Equipment
- **UI** = Pathfinder Roleplaying Game Ultimate Intrigue
- **UM** = Pathfinder Roleplaying Game Ultimate Magic
Welcome to Legendary Heroes

This product is a part of our line of player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.
Legendary Gunslingers is the latest volume in our series of class-focused player supplements, this time focusing on the most explosive marksmen in the game: the thrill-seeking daredevils known as gunslingers. This base class, introduced in the Pathfinder Roleplaying Game Ultimate Combat, was a class designed to be master the art of firearms, a new and interesting weapon type presented for the first time in that book. Legendary Gunslingers expands the gunslinger even further with a redesign of the class with amazing new customization options to hit the bullseye every time, like over 30 new Gun Mastery techniques to reload faster, avoid misfire, unlock new deeds, and enhance your shots in exciting ways. In addition, over a dozen new archetypes help tailor your gunslinger to any kind of specialty, from heavily armored Living Turrets to Alchemical Hotshots plying their metallurgical arsenal, Faded Strangers that truly disappear from memory and sight, doom-bringing Muzzle Roarers, dissolute Rumslingers, and deadly Firearm Strikers helping you to blend martials arts with spectacular gunplay. Plus, new feats, magic items, favored class options, and more!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson
In terms of a roleplaying game, a gunslinger is an agile combatant who uses firearms to control the battlefield, filling the air with hot lead and explosions of gunpowder. What truly separates a gunslinger from other martial combatants is the risk and reward that is inherent in their actions, seeking to always be the center of attention through taking risks that would make other people hesitate. Combat isn’t worth it if it isn’t putting a gunslinger’s life on the line, and a gunslinger would enter a battle that has little chance of victory over an easy win any day of the week.

**Legendary Gunslinger**

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the legendary gunslinger.

Gunslingers are a bold and mysterious lot. While there are those that treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

**Role:** Gunslingers are thunderous artillery, often found where the fighting is fiercest. Brave, clever, and frequently foolhardy, many gunslingers push to position themselves at close range, barrels blazing, to take down their foes and demoralize their enemies. Other gunslingers are masters of distant death, picking off enemies from afar with their strange and wondrous weapons.

**Legendary Class:** While the legendary gunslinger does share some similarities with the gunslinger, the largest changes to the class are in its 3/4th base attack bonus progression and the addition of gun masteries. The result is a gunslinger that

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**Note**

The legendary gunslinger is designed for games in which guns target touch AC, as is the default assumption of the game. If you are playing a game in which they do not, consider giving the gritty offense class feature at 1st level rather than 5th, having it increase at 5th level and every five levels afterwards.

Unlike normal gunslingers, no class features need to be adjusted for the level of guns in a game with a legendary gunslinger.
is far more easily able to differentiate itself from others while avoiding the issues of extreme damage. Gun masteries allow a gunslinger to customize their experience far more than they could previously, while the limited base attack bonus allows the class to better fit its narrative as an agile shooter whose mobility is as important as their firepower.

Alignment: Any.
Hit Die: d8.
Starting Wealth: 5d6 x 10 gp (average 175 gp) In addition, each character begins play with an outfit worth 10 gp or less, and the legendary gunslinger begins with her starting firearm.

Class Skills
The gunslinger’s class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Dex), Sleight of Hand (Dex), Survival (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features
The following are class features of the legendary gunslinger.

Weapon and Armor Proficiency: Legendary gunslingers are proficient with simple and martial weapons, and with all firearms. They are proficient with light armor.

Gunsmith: At 1st level, a legendary gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it’s worth 4d10 gp when sold). The legendary gunslinger also gains Gunsmithing as a bonus feat, although she can craft bullets, pellets, and black powder for a cost in raw materials equal to 1% of the price rather than 10%.

Gun Training (Ex): Starting at 1st level, a legendary gunslinger gains a bonus equal to her Dexterity modifier on damage rolls when firing a firearm; this bonus to damage cannot exceed her class level until she reaches 5th level. Furthermore, she reduces the misfire value of firearms by 1 (minimum 0) and when she fires a broken firearm, the misfire value of that firearm increases by 2 instead of 4.

Grit (Ex): A legendary gunslinger makes her mark upon the world with daring deeds. Some legendary gunslingers claim they belong to a mystical way of the gun, but it’s more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all legendary gunslingers have grit. In game terms, grit is a fluctuating measure of a legendary gunsmith’s ability to perform amazing actions in combat. At the start of each day, a legendary gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A legendary gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the legendary gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point if her weapon has a critical multiplier of x2 or x3, or 2 grit points if her weapon has a x4 or higher critical multiplier. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the legendary gunslinger’s character level does not restore grit.

Finishing Blow with a Firearm: When the legendary gunslinger causes a creature to lose consciousness due to hit point damage, she regains 1 grit point. Destroying an unattended object, causing a helpless or unaware creature to lose consciousness due to hit point damage, or causing a creature to lose consciousness that has fewer Hit Dice than half the legendary gunsmith’s character level to 0 or fewer hit points does not restore any grit.

Successful Saving Throw: Whenever the legendary gunslinger makes a successful saving throw against a non-harmless spell, spell-like ability, supernatural ability, or extraordinary ability originating from a hostile creature, she regains 1 grit point.
Making a successful saving throw against the effect of a hostile creature that has fewer Hit Dice than half the legendary gunslinger’s character level does not restore any grit.

Deeds: Legendary gunslingers spend grit points to accomplish deeds. Most deeds grant the legendary gunslinger some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the legendary gunslinger has at least 1 grit point. The following is the list of base legendary gunslinger deeds. A legendary gunslinger can only perform deeds of her level or lower. In addition, a legendary gunslinger gains additional deeds from her personage. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed. The DC for the save against a deed is equal to 10 + 1/2 the legendary gunslinger’s level + her Wisdom modifier. All deeds are extraordinary abilities unless otherwise noted.

Deadeye: At 1st level, the legendary gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm’s first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The legendary gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger’s Reflexes: At 1st level, the legendary gunslinger gains an uncanny knack for knowing how to avoid attacks. As long as the legendary gunslinger has at least 1 grit point, she does not provoke attacks of opportunity for firing or reloading a firearm.

Quick Clear: At 1st level, as a standard action, the legendary gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The legendary gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the legendary gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move action instead of a standard action.

Ricochet Shot: At 3rd level, the legendary gunslinger can make a surprise attack, being able fire a shot at a wall or piece of solid terrain, and have it ricochet off. When she does, she uses the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new origin square of the attack, although her attack roll takes a -2 penalty. The attack uses that square to determine the effects of cover, and the legendary gunslinger’s own square to determine the effects of concealment. The legendary gunslinger can make this shot as long as she has at least 1 grit point. When making this shot, she can spend 1 grit point to ignore the effects of all cover or concealment. The legendary gunslinger must choose to spend the grit point before she makes the attack roll.

Speedloader: At 3rd level, as long as the legendary gunslinger has at least 1 grit point, she reduces the action needed to load a firearm as long as it would be able to be loaded as a full action or quicker; from a full round to a standard, standard to move, and move to free action.

Utility Shot: At 3rd level, if the legendary gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the legendary gunslinger must declare the utility shot she is using before firing the shot.

• Blast Lock: The legendary gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell.

• Scoot Unattended Object: The legendary gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the legendary gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot’s origin. On a miss, she damages the object normally.

• Trap Springer: The legendary gunslinger can make an attack roll against a trap within the first range increment of her firearm as long as she is able to target its triggering mechanism (such as a floor plate), treating the Disable Device check of the trap as its AC for this attack. If this attack is successful, the trap is automatically activated. If the legendary gunslinger targets a trap she or one of her allies created (she must have observed the creation of the trap), she gains a +5 circumstance to her attack roll while using this deed.

Dead Shot: At 7th level, as a full-round action, the legendary gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus; for attacks made with this deed, she treats her class level as her base attack bonus to determine how many attacks she can make. If she possesses the Rapid Shot feat or Twin Shot gun mastery, she can make an additional attack,
all attack rolls she makes suffer a -2 penalty. 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 legendary gunslinger’s single attack is considered to have hit. For each additional successful attack roll beyond the first, the legendary gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th-level legendary gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. 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 0). The legendary gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The legendary gunslinger must spend 1 grit point to perform this deed.

Interrogation Shot: At 7th level, as a standard action, the legendary gunslinger can spend 1 grit point to shoot a firearm past a creature’s body, causing that creature to suffer a -10 penalty on Bluff checks while the legendary gunslinger gains a circumstance bonus on Intimidate checks made against that creature equal to 1/2 her class level; both of these effects last for 1 minute. The creature cannot benefit from any bonuses to Bluff checks, nor can they reroll a bluff check while under the effects of this deed. A creature must be aware of the attack to be affected by this deed.

Targeting: At 7th level, as an attack action, the legendary gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted, damaging the creature as normal. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects.

- Arms: On a hit, the target drops one carried item of the legendary gunslinger’s choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- Head: On a hit, the target is also confused for 1 round. This is a mind-affecting effect.
- Legs: On a hit, the target is knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

Bleeding Wound: At 11th level, when the legendary gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the legendary gunslinger’s Dexterity modifier. Alternatively, the legendary gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (legendary gunslinger’s choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Dead Man’s Trigger: At 11th level, if a legendary gunslinger is reduced to 0 or fewer hit points without dying, she can spend 2 grit points to make an attack against a single hostile creature as an immediate action; if this attack is successful, it deals damage as normal and she heals an amount of hit points equal to her class level. The deed’s cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Lightning Reflexes: At 11th level, as long as the legendary gunslinger has at least 1 grit point, she threatens all squares within 5 ft. of herself while wielding a firearm. If the legendary gunslinger would already threaten while wielding a ranged weapon, such as due to possessing the Snap Shot feat, this deed increases that range by 5 ft.

Anti-Magic Shot: At 15th level, when a legendary gunslinger hits a creature, she can spend 1 grit point as a free action to
make it an anti-magic shot. A creature damaged by an anti-magic shot must make a successful Will saving throw or be unable to cast spells or use any spell-like abilities it possesses for 1 round.

Perfect Aim: At 15th level, the legendary gunslinger can spend 1 grit point and select a single creature of which she is aware, ignoring any miss chance that creature possesses until the beginning of her next turn. In addition, all firearms the legendary gunslinger wields are treated as though they had the ghost touch property as long as she has at least 1 grit point.

Slinger’s Luck: At 15th level, the legendary gunslinger can spend 2 grit points to reroll a saving throw. The legendary gunslinger must take the result of the second roll, even if it is lower. The deed’s cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Destructive Shot: At 19th level, when a legendary gunslinger hits a creature, she can spend 2 grit points to make it a destructive shot. A creature damaged by a destructive shot takes normal hit point damage and also takes 1d6 points each of Strength, Constitution, and Dexterity damage; a successful Fortitude save halves this ability damage. On a critical hit, this ability damage is doubled; it is not affected by the weapon’s critical multiplier.

Magic Bullet: At 19th level, a legendary gunslinger can spend 1 grit point to cause all of her attacks made with a firearm to ignore all damage reduction a creature possesses until the beginning of her next turn. In addition, if the legendary gunslinger deals damage to a creature that possesses regeneration (except for creatures whose regeneration cannot be suppressed, such as the tarrasque) while this deed’s effect is active, it must make a successful Fortitude saving throw or have that regeneration suppressed for a number of rounds equal to the legendary gunslinger’s Wisdom modifier.

Stunning Shot: At 19th level, when a legendary gunslinger hits a creature, she can spend 2 grit points to stun the target for 1 round (Fortitude negates). Creatures that are immune to critical hits are also immune to this effect.

Eagle Eyes (Ex): Legendary gunslingers rely on their keen sight to land precise shots. At 2nd level, a legendary gunslinger receives a morale bonus on Perception checks equal to 1/2 her class level.

Slinger’s Quirk (Ex): At 2nd level, a legendary gunslinger selects two Charisma or Intelligence based skills; she may choose to use her Wisdom modifier in place of her Charisma or Intelligence when determining her bonus for those skills.

Gun Mastery (Ex): At 2nd level and every three levels thereafter, a legendary gunslinger gains one of the following masteries; some masteries allow you to gain additional deeds, being marked with the (deeds) tag:

Aquatic Slinger: The legendary gunslinger is able to load firearms and fire normally while underwater.

Bonus Feat: The legendary gunslinger gains a bonus combat feat of her choice, treating her class level as her base attack bonus for the purpose of meeting prerequisites for this bonus feat. This mastery can be selected multiple times.

Bullet Juggler (Ex): As long as the legendary gunslinger has at least 1 grit point, she does not require a free hand to reload a firearm.

Charging Shot (Deed): As long as the legendary gunslinger has at least 1 grit point, as a full round action, she can move up to her speed and make a single attack with a firearm she wields at any point during this movement. She can spend 1 grit point when using this deed to instead move up to two times her speed, making a second shot with a -5 penalty; this second attack may be made at a different point during her movement. If the legendary gunslinger possesses the Shot on the Run feat, she can always move up to two times her speed and can use the targeting deed with the attack granted by this deed, although she cannot spend grit to make an additional attack. A legendary gunslinger must be 5th level or higher to select this mastery.

Close Quarters Gunner: Whenever the legendary gunslinger is grappled, she can still wield a two-handed firearm, and if she makes a successful attack against a creature grappling her, it suffers a -5 penalty on its next grapple check against her.

Counter Shot (Deed): As long as the legendary gunslinger has at least 1 grit point, whenever a ranged attack is made against her, she can make an opposed attack roll as an immediate action. If her attack roll is higher, the ranged attack is deflected harmlessly. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects cannot be deflected, although she can spend 1 grit point to be able to deflect these types of ranged attacks. A legendary gunslinger must be 5th level or higher to select this mastery.

Critical Gunner: The legendary gunslinger may treat the critical threat range of any non-broken firearm she wields as 19-20/x2. This mastery can be selected a second time, instead treating the critical threat range of firearms she wields as 18-20/x2. A legendary gunslinger must be 5th level or higher to select this mastery a second time.

Dead Aim: Whenever the legendary gunslinger uses the dead shot deed, for each successful attack she makes beyond the first, she deals additional damage equal to her Dexterity modifier. A legendary gunslinger must be 8th level or higher to select this mastery.

Dead Runner: Whenever the legendary gunslinger uses the dead shot deed, as long as she has at least 1 grit point, she can move up to half her speed; this movement provokes attacks of opportunity and can be used while using the...
Stealth skill to snipe. She can spend 1 grit point to instead move her full speed, her movement not provoking attacks of opportunity. A legendary gunslinger must be 8th level or higher to select this mastery.

Drill Shot (Deed): As long as the legendary gunslinger has at least 1 grit point, as a standard action she can make an attack against an object, ignoring an amount of hardness equal to 1/2 her legendary gunslinger level + her Wisdom modifier. She can spend 1 grit point when using this deed to instead ignore an amount of hardness equal to her legendary gunslinger level + her Wisdom modifier.

Expanded Targeting: Whenever the legendary gunslinger uses the targeting deed, they can target the following additional areas:

- Ears: On a hit, the target is deafened for 1 minute.
- Eyes: On a hit, the target takes treats all creatures as though they had concealment for 1 round.
- Throat: On a hit, the target is unable to breathe for 1 minute or until they receive 1 or more points of magical healing or regeneration.

Flash Draw (Deed): Whenever the legendary gunslinger rolls initiative, she can spend 2 grit points as a swift action to draw a loaded firearm and make a single attack with it. If more than one legendary gunslinger has this deed or the quick shot advanced unchained rogue talent, their initiative check results determine the order in which they make their attacks. After these attacks are resolved, the round proceeds as normal. A legendary gunslinger must be 8th level or higher to select this mastery. The deed’s cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Frightening Shot: Whenever a legendary gunslinger hits a creature with a firearm within its first range increment, she can spend 1 grit point to make an Intimidate check against that creature to demoralize it as a free action.

Improved Targeting: Whenever the legendary gunslinger uses the targeting deed, it also forces the opponent to make a saving throw or suffer the following effects:

- Arms: On a failed Reflex save, the target is unable to hold objects in that hand for a number of rounds equal to the legendary gunslinger’s Wisdom modifier (minimum 1); objects which are held in place such as bucklers or gauntlets are not affected.
- Head: On a failed Will save, the target is confused for an additional number of rounds equal to the legendary gunslingers Wisdom modifier (minimum 1).
- Legs: On a failed Reflex save, the target’s base land speed is reduced by 1/2 for a number of rounds equal to the legendary gunslinger’s Wisdom modifier.
- Torso: On a failed Fortitude save, the target is sickened for a number of rounds equal to the legendary gunslinger’s Wisdom modifier. If the legendary gunslinger successfully confirms a critical hit while targeting a creature’s torso, that creature is instead nauseated for 1 round upon failing this saving throw.
- Wings: On a failed Reflex save, the target is unable to fly for a number of rounds equal to the legendary gunslinger’s Wisdom modifier.

If the legendary gunslinger has the expanded targeting mastery, she also gains the following options:

- Ears: On a failed Reflex save, the target is permanently deafened.
- Eyes: On a failed Reflex save, the target is blinded for 1 minute or until they receive 1 or more points of magical healing or regeneration.
- Throat: On a failed Fortitude save, the target begins to suffocate for 1 minute or until they receive 1 or more points of magical healing or regeneration, and the DC to avoid suffocation increases by 43 per round rather than +1.

A legendary gunslinger must be 8th level or higher to select this deed.

Joint Mastery: Whenever the legendary gunslinger wields a firearm, she can spend 1 grit point to instead clear the barrel of opportunity. A legendary gunslinger has this deed or the quick clear deed, she reduces the action needed by 1 step, requiring a move action to clear the barrel and being able to spend 1 grit point to instead clear the barrel as a swift action.

Local Legend: The legendary gunslinger is well known in a specific community in which she gains the benefits of renown. She gains the renown vigilante social talent. This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending on the population as allowed by the renown social talent. Anytime she could select another gun mastery, the legendary gunslinger can also select from the following list of social talents, using her legendary gunslinger level as her vigilante level for the purpose meeting of prerequisites: celebrity discount, celebrity perks, gossip collector, great renown, incredible renown, loyal aid, and safe house. For the purposes of vigilante social talents, the legendary gunslinger does not have a vigilante identity and is always considered to be in her social identity.

Long Shot: The legendary gunslinger increases the range increment of firearms she wields by 1/2 its base range increment (minimum 10 ft.). This mastery can be selected...
multiple times, its effects stack.

Lucky Ricochet (Deed): Whenever a legendary gunslinger misses an attack made with a firearm, she can spend 1 grit point as a free action to reroll that attack. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Powerful Targeting: Whenever the legendary gunslinger uses her targeting deed, she can roll her weapon's damage die a second time, adding it to her total damage. At 13th level and again at 18th, she can roll her weapon's damage die an additional time, adding it to her total damage. A legendary gunslinger must be 8th level or higher to select this mastery.

Professional Killer: The legendary gunslinger can perform a coup de grace with a firearm as long as she targets a creature within the weapon's first range increment. If she performs a coup de grace with a firearm, she regains 1 grit point. Using a coup de grace on a creature that has fewer Hit Dice than half the legendary gunslinger's character level does not restore grit. A legendary gunslinger must be 8th level or higher to select this mastery.

Quick Draw: The legendary gunslinger can draw or sheathe a firearm as a free action once per round. In addition, she can load a one-handed firearm as a part of drawing it (if she has the smooth reload mastery, she can also load a two-handed firearm).

Reactive Shot (Deed): Whenever a legendary gunslinger is the target of a ranged attack being made by a target within her firearm's first range increment, she can spend 1 grit point to make an attack against that target as an immediate action. If this attack is successful, she gains a dodge bonus to her armor class equal to her Wisdom modifier for 1 round against ranged attacks made by the target, although the target can choose to attack a different creature. A legendary gunslinger must be 11th level or higher to select this mastery. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Reliable Shot: The legendary gunslinger reduces the misfire rate of a firearm she is wielding by 2 (minimum 0); this reduction is applied after all increases to misfire rate (such as using alchemical ammunition). This mastery can be selected multiple times, its effects stack.

Retreating Gunner: The legendary gunslinger gains the Parting Shot feat without having to meet the prerequisites, although she must spend 1 grit point to use it and can only make an attack with a firearm she is currently wielding. She can choose to use it more than once per encounter. A legendary gunslinger must be 8th level or higher to select this mastery.

Scale Breaker (Deed): When a legendary gunslinger hits a creature, she can spend 1 grit point to inflict a penalty to that creature's natural armor equal to 1/3 her class level; this penalty does not stack with itself. This penalty can be removed with a Heal check equal to 10 + 1/2 the legendary gunslinger's class level + her Wisdom modifier or by receiving 1 or more points of magical healing, otherwise lasting 24 hours. A legendary gunslinger must be 5th level or higher to select this mastery.

Scatter Dead Shot: The legendary gunslinger can use the dead shot deed with a scatter weapon, selecting a single creature within the area of her scatter range. A legendary gunslinger must be 8th level or higher to select this mastery.

Scatter Specialist: The legendary gunslinger can increase the scatter range of a firearm they are wielding by 5 feet.

Smooth Reload: The legendary gunslinger treats two handed firearms as though they were one-handed firearms when determining the action needed to reload them.

Sniper Shot: The legendary gunslinger can use the dead shot deed while using the Stealth skill to snipe. A legendary gunslinger must be 8th level or higher to select this mastery.

Sniping Expert: While using the Stealth skill to snipe, the legendary gunslinger reduces the penalty from sniping by 10 (to a minimum of 0). A legendary gunslinger must be 5th level or higher to select this mastery.

Targeting Follow-Up: Whenever the legendary gunslinger uses the targeting deed, she can make an additional attack with a -5 penalty.
A legendary gunslinger must be 11th level or higher to select this mastery.

**Twin Shot (Deed):** As long as the legendary gunslinger has at least 1 grit point, as a standard action she can make an attack with up to two different firearms she is wielding, taking penalties for dual wielding as normal. If she has the charging shot deed, she can use this deed while using the charging shot deed, although she cannot spend an additional grit point to make a second attack with that deed.

**Wind Cutter (Deed):** As long as the legendary gunslinger has at least 1 grit point, she treats the condition of wind as though it was two stages lower, to a minimum of light. She can spend 1 grit point as a free action to ignore the effects of magical winds (such as wind wall) on her attacks made with firearms for a number of rounds equal to her Wisdom modifier (minimum 1). A legendary gunslinger must be 5th level or higher to select this mastery.

**Uncanny Dodge (Ex):** At 3rd level, a legendary gunslinger gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A legendary gunslinger with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

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

**Combat Grit (Ex):** At 4th level, whenever a legendary gunslinger rolls initiative, she gains 1 temporary grit point in addition to her normal grit pool. Temporary grit points are spent first and last for 1 minute or until spent. Once a legendary gunslinger has gained temporary grit from this class feature, she cannot do so again for 5 minutes. At 9th level and every five levels thereafter, this ability grants an additional temporary grit point upon rolling initiative.

**Nimble (Ex):** Starting at 4th level, a legendary gunslinger gains a +1 dodge bonus to AC and a +1 competence bonus to her initiative while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose these bonuses. These bonuses increase by +1 for every four levels beyond 4th level (to a maximum of +5 at 20th level).

**Gritty Offense (Ex):** At 5th level, a legendary gunslinger can spend 1 grit point as a swift action to gain a +1 bonus to attack and damage rolls on attacks made with firearms for 1 minute. At 10th level and every five levels afterwards, this bonus increases by +1 to a maximum of +4 at 20th level.

**Gunner’s Style (Ex):** At 6th level and every six levels thereafter, a legendary gunslinger selects a Dexterity or Wisdom based skill (including ones she has selected with slinger’s quirk), gaining the skill unlock power for that skill as appropriate for her number of ranks in that skill.

**Steely Resolve (Ex):** At 6th level, whenever a legendary gunslinger fails a Dexterity or Wisdom based skill check (including skills selected with slinger’s quirk), she can spend 1 grit point to reroll that check.

**Evasion (Ex):** At 7th level and higher, a legendary 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 legendary gunslinger is wearing light armor or no armor. A helpless legendary gunslinger does not gain the benefit of evasion.

**Improved Uncanny Dodge (Ex):** A legendary gunslinger of 13th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the legendary gunslinger does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Improved Evasion (Ex):** At 16th level, a legendary 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 legendary gunslinger does not gain the benefit of improved evasion.

**Skilled Resolve (Ex):** At 17th level, whenever a legendary gunslinger would use her steely resolve class feature, her reroll gains a bonus equal to her Wisdom modifier (minimum 1).

**True Grit (Ex):** At 20th level, a gunslinger picks two deeds that she has access to and that she must spend grit to perform. She can perform these deeds for 1 grit point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the gunslinger can perform this deed as long as she has at least 1 grit point. If a deed could already be performed as long as she had at least 1 grit point, she can now perform that deed even when she has no grit points.

**NEW FAVORED CLASS Bonuses**

A legendary gunslinger is able to select any favored class bonus that a gunslinger could. In addition, the following favored class bonuses are open to all characters, regardless of race:

- **All:** +1/6 of a gun mastery
- **All:** +1/5 of a point of combat grit
**Legendary Gunslinger Archetypes**

The essence of a legendary gunslinger is skill with firearms and a willingness to risk everything, which is the basis to a wide variety of characters. But as firearms change throughout time, so does the concept of a gunslinger, and some who have issues with guns may wish to alter their inclusion in games through archetypes. Despite the care given to the legendary gunslinger, there are a few personas the base class is not capable of encapsulating perfectly, thus leading to the archetypes listed below.

Each archetype listed is meant to allow characters to modify their character in a variety of ways, including considering weapons which are spiritually related to firearms, such as crossbows. This section includes all new archetypes for the legendary gunslinger, including reimaginings of some classic archetypes. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

**Alchemical Hotshot**
The feel of metal in a legendary gunslinger’s hands becomes second nature to most, but others learn to manipulate the metal of their weapon to create wondrous effects. Known as alchemical hotshots, these warriors use the mystic art of metallurgy to further customize their weapons, creating effects previously unheard of.

**Alchemy (Su):** The alchemical hotshot gains the alchemy class feature of an alchemist of her alchemical hotshot level and the infusion discovery, although she is able to create 1 fewer extract per level than normal. If this reduces the number to 0, she can create extracts of that level only if her Intelligence allows bonus extracts of that level. This ability replaces deeds.

**Grit (Ex):** An alchemical hotshot uses her Intelligence modifier in place of her Wisdom to determine how much grit she gains each day as well as her maximum amount of grit. This ability alters grit.

**Metallurgy (Su):** An alchemical hotshot is able to use rare reagents along with traces of metal to infuse her bullets and gun with strange and mystic powers. To use a metallurgy bullet, an alchemical hotshot must spend 1 grit point as a free action, infusing her bullet with the chosen metal (it is also treated as that metal for the purpose of penetrating damage reduction). An alchemical hotshot can also spend 8 hours with a firearm and reduce her maximum grit by 1 to infuse a firearm with the power of metallurgy; at the beginning of each day when she regains her grit, she can spend an hour to either transfer this effect to another firearm or end it (the alchemical hotshot must have the affected firearm on their person to gain its effects, and this infusion ends if the firearm is out of her possession for more than 24 hours). As long as an alchemical hotshot has access to an alchemist lab, she is treated as though she has enough of a metal to infuse bullets and firearms. The saving throw against metallurgy effects is 10 + 1/2 the alchemical hotshot’s level + her Intelligence modifier.

In addition, as a standard action, the alchemical hotshot can remove the broken condition from a firearm infused with a metal, as long as that condition was gained by a firearm misfire. An alchemical hotshot must have at least 1 grit point to use this ability.

**Lead (Su):** At 1st level, an alchemical hotshot gains access to lead.

- **Bullet:** Creatures damaged by a lead bullet must make a successful Fortitude save or have any spell resistance or damage reduction they possess reduced by 2 for 1 minute. At 8th level and again at 16th, this reduction is increased by an additional 2.

- **Firearm:** An alchemical hotshot carrying a lead firearm gains a +1 circumstance bonus against spells and spell-like effects. At 8th level and again at 16th, this bonus increases by 1.

**Copper (Su):** At 3rd level, an alchemical hotshot gains access to copper.

- **Bullet:** Creatures damaged by a copper bullet must make a successful Will save or be unable to attack the alchemical hotshot for a number of rounds equal to her Wisdom modifier (minimum 1); if the alchemical hotshot makes an attack against a creature affected by this effect, they can make an additional saving throw against this effect with a +2 bonus for every previous save they have failed. This is a mind-affecting effect.

- **Firearm:** An alchemical hotshot carrying a copper firearm gains a +2 circumstance bonus to Diplomacy checks, and all creatures who are not hostile to the alchemical hotshot have their starting attitudes increased by 1 step (to a maximum of friendly). At 12th level, creature’s starting attitude are increased by 2 steps (to a maximum of helpful). This is a mind-affecting charm effect.

**Electrum (Su):** At 7th level, an alchemical hotshot gains access to electrum.

- **Bullet:** Creatures damaged by an electrum bullet must make a successful Will saving throw or treat all creatures as though they had concealment (20% miss chance) for a number of rounds equal to the alchemical hotshot’s Wisdom modifier (minimum 1).

- **Firearm:** An alchemical hotshot carrying an electrum firearm gains a +2 circumstance bonus on Stealth checks. In addition, while she is benefiting from cover or concealment, an alchemical hotshot gains an additional 10% miss chance. At 12th level, she can hide while being observed as long as she is within 5 feet of a shadow while carrying an electrum firearm.
**Silver (Su):** At 11th level, an alchemical hotshot gains access to silver.

**Bullet:** Creatures damaged by a silver bullet must make a successful Fortitude saving throw or be linked to the alchemical hotshot for a number of rounds equal to her Wisdom modifier. While linked, any time the alchemical hotshot takes damage while the linked creature is within 60 feet of her, the linked creature is dealt damage equal to one quarter the amount of damage the alchemical hotshot was dealt; this damage is untyped and cannot be reduced. An alchemical hotshot can only have a number of creatures linked by this effect equal to her Intelligence modifier.

**Firearm:** An alchemical hotshot carrying a silver firearm gains damage reduction 5/bludgeoning and silver. At 15th level, whenever an alchemical hotshot becomes fatigued, sickened, staggered, dazed, confused, cursed, frightened, blinded, deafened, or stunned, as a free action she can select one linked creature within 30 feet to gain the same condition (Fortitude negates). If the save is failed, the duration of that condition is the same for the linked creature as it is for the alchemical hotshot.

**Gold (Su):** At 15th level, an alchemical hotshot gains access to gold.

**Bullet:** Creatures damaged by a gold bullet must make a successful Fortitude saving throw or become permanently staggered; this effect can be ended with a *remove curse, break enchantment, limited wish, miracle,* or *wish* spell.

**Firearm:** An alchemical hotshot carrying a golden firearm gains an amount of temporary hit points equal to her two times her Intelligence modifier. Whenever these temporary hit points are lost, they are regenerated at a rate of 1 every five minutes.

**Platinum (Su):** At 19th level, an alchemical hotshot gains access to platinum.

**Bullet:** Creatures damaged by a platinum bullet must make a successful Will saving throw or become dominated by the alchemical hotshot for a number of minutes equal to her Intelligence modifier. An alchemical hotshot can only have a number of creatures dominated by this effect equal to her Intelligence modifier. This is a mind-affecting effect.

**Firearm:** An alchemical hotshot carrying a platinum firearm gains a circumstance bonus to all of her saving throws equal to her Intelligence modifier. In addition, once per round she can spend 1 grit as a free action to make an attack with a platinum firearm.

This ability replaces slinger’s quirk, steely resolve, gunner’s style, and skilled resolve.

**Intelligent Mastery (Ex):** Whenever an alchemical hotshot gains a gun mastery which would grant her a deed, she uses her Intelligence modifier in place of her Wisdom to determine its DC or when determining the effects of deeds. This ability alters gun mastery.

**Anthem Gunner**

The sounds of combat are a cluttered and confusing mess to most, but to an anthem gunner, they lack a proper conductor. Able to hear the subtle rhythms and tones in battle, anthem gunners take it upon themselves to pull that chaos together, punctuating this symphony with gunfire.

**Class Skills:** The anthem gunner adds *Perform* (percussion and sing) to her list of class skills. This alters the legendary gunner’s class skills.

**Grit (Ex):** An anthem gunner uses her Charisma modifier in place of her Wisdom to determine how much grit she gains each day as well as her maximum amount of grit. This ability alters grit.

**Deeds:** An anthem gunner uses her Charisma modifier in place of her Wisdom when determining the effects of deeds.

**Song of Strife (Su):** At 1st level, an anthem gunner can spend 1 grit point as a swift action while making an attack with a firearm as a standard action to begin a song of strife, using her voice and the report of her firearm to fill in the sounds of battle with a focusing rhythm for her allies. For a number of rounds equal to her Charisma modifier, all allies who can perceive the sound of her firearm gain a +1 morale bonus to attack rolls. If an anthem gunner fails to sing or make an attack with her firearm while her song of strife is active, it immediately ends, regardless of its remaining duration. At 5th level and every 5 levels afterwards, this bonus increases by +1, to a maximum of +5 at 20th level.

This ability replaces the deadeye deed and gritty offense.

**Conductor Deeds:** An anthem gunner gains the following deeds:

**Violent Verse (Su):** At 3rd level, whenever an anthem gunner begins a song of strife, she can spend an additional grit point. If she does, her song of strife also grants an equal morale bonus to damage rolls. As long as an anthem gunner has at least 1 grit point, she is always treated as though she had used this deed while under the effects of a song of strife.

**Deadly Duet (Su):** At 7th level, whenever an anthem gunner begins a song of strife, she can choose to have it only affect a single ally. If she does, once per round, if that ally successfully confirms a critical hit or kills a creature, the anthem gunner regains 1 grit point. Confiming a critical hit on a helpless or unaware creature or defeating a creature that possesses fewer Hit Dice than half her ally’s own level does not restore grit.

**Succor Symphony (Su):** At 7th level, whenever an anthem gunner has an active song of strife, she can spend 1 grit point as a swift action to heal all allies affected by the song of strife by an amount equal to 1/2 her class level.
+ her Charisma modifier. The deed’s cost cannot be reduced by the true grit class ability, the **Signature Deed** feat, or any other effect that reduces the amount of grit a deed costs.

**Strengthening Sonata (Su):** At 11th level, whenever an anthem gunner begins a song of strife, she can spend an additional grit point. If she does, all those affected by the song of strife gain a number of temporary hit points equal to 1/2 her class level for the duration of the song of strife or until they are lost. The deed’s cost cannot be reduced by the true grit class ability, the **Signature Deed** feat, or any other effect that reduces the amount of grit a deed costs.

**Concealing Concert (Su):** At 15th level, all allies affected by the song of strife gain concealment until the beginning of the anthem gunner’s next turn. In addition, attacks against affected creatures have a 20% miss chance (similar to a blur spell) for the full duration of the song of strife, even if those creatures attack or otherwise end their concealment.

**Revivifying Rhythm (Su):** At 19th level, whenever an anthem gunner begins a song of strife, she can spend 3 additional grit points (4 grit points total) choose to target a dead creature rather than having it affect her allies. If she does, the targeted creature returns to life with a number of hit points equal to the anthem gunner’s class level, dying once again once the song of strife ends. A creature cannot be affected by this deed more than once per day.

This ability replaces the ricochet shot, dead shot, targeting, lightning reflexes, perfect aim, and destructive shot deed.

**Singer’s Quirk (Ex):** At 2nd level, an anthem gunner selects two Intelligence or Wisdom based skills; she can choose to use her Charisma modifier in place of her Intelligence or Wisdom when determining her bonus for those skills. This ability alters slinger’s quirk.

**Harmonious Resolve (Ex):** At 6th level, whenever a legendary gunslinger fails a Charisma or Dexterity based skill check (including skills selected with singer’s quirk), she can spend 1 grit point to reroll that check. This ability alters steely resolve.

**Anthem’s Style (Ex):** At 6th level and every six levels thereafter, an anthem gunner selects a Charisma or Dexterity based skill (including ones she has selected with singer’s quirk), gaining the **skill unlock** powers for that skill as appropriate for her number of ranks in that skill. This ability alters gunner’s style.

**Speedy Song (Ex):** At 8th level, an anthem gunner can begin a song of strife with any firearm attack as long as it is made on her turn. This ability replaces the 8th level gun mastery.

**Glorious Resolve (Ex):** At 17th level, whenever an anthem gunner would use her harmonious resolve class feature, her reroll gains a bonus equal to her Charisma modifier (minimum 1). This ability alters skilled resolve.
Black Flag Bandit

The life of adventure takes legendary gunslingers to all sorts of places, but some seem to only find their home on the high seas. Black flag bandits are those that crave travel and excitement, rallying others and leading raids on opposing ships, masters of the seas.

Weapon and Armor Proficiencies: A black flag bandit is proficient with all light and one-handed swords but not two-handed firearms.

This ability alters a legendary gunslinger’s normal weapon proficiencies.

Gunsmith (Ex): A black flag bandit must select a pistol for her starting weapon, although she may treat any flag attached to a one-handed firearm as though it was displayed for her raise the flag class feature.

This ability alters gunsmith.

Pirate Deeds (Ex): A black powder bandit gains the following deeds:

Blade and Pistol: At 1st level, as long as the black powder bandit has 1 grit point, she treats all one-handed firearms as light weapons for the purpose of dual wielding penalties. In addition, she can reload a one-handed firearm without requiring a free hand.

Cannoneer: At 7th level, as long as the black powder bandit has 1 grit point, she treats herself as 1 additional person for the purposes of the crew needed to operate a cannon and reduces the number of rounds needed to load a cannon by 1 (minimum 0). A black flag bandit can spend 1 grit point as a standard action to grant this deed to all creatures benefiting from her raise the flag class feature for 1 hour.

This ability replaces the dead eye and interrogation shot deeds.

Port Royalty (Ex): At 2nd level, a black flag bandit gains the living legend gun mastery. While in a port town (or other coastal area as determined by the GM), a black flag bandit only needs to spend 1 night in a tavern to change her area of renown to that area.

This ability replaces the 2nd level gun mastery.

Raise the Flag (Ex): At 5th level, a black flag bandit can proudly display her flag, granting all allies who can see it a +2 circumstance bonus on Acrobatics and Profession (sailor) skill checks; this bonus increases by +2 while aboard a ship. In addition, while her flag is displayed, a black flag bandit can spend 1 grit point to grant all allies who can see her flag a +1 morale bonus to attack rolls for 1 minute; if she uses this ability while on board a ship, this bonus increases by 1. At 10th level and every five levels afterwards, all these bonuses increase by 1.

This ability replaces gritty offense.
**Bullet Wizard**

Despite the fact that some see use of firearms itself as a kind of magic, bullet wizards take things one step further by blending bullets and spells, creating a combination like none other. Weaving spells into gunplay without missing a step, bullet wizards are a sight to behold.

**Class Skills:** The bullet wizard adds Knowledge (arcana) and Spellcraft to her list of class skills instead of **Aerobatics**, **Ride**, and **Survival**. This alters the legendary gunslinger’s class skills.

**Weapon and Armor Proficiencies:** Like a magus, a bullet wizard can cast her spells while wearing light armor without incurring the normal arcane spell failure chance.

**Spellcasting:** A bullet wizard casts arcane spells and cantrips as a magus, although she cast one fewer spell of each level than normal. If this reduces the number to 0, she can cast spells of that level only if her Intelligence allows bonus spells of that level. She prepares spells using a spellbook, choosing them from the magus spell list. This ability replaces deeds.

**Spellbook:** A bullet wizard has a spellbook that functions in the same way as a magus’s spellbook.

**Grit (Ex):** A bullet wizard uses her Intelligence modifier in place of her Wisdom to determine how much grit she gains each day as well as her maximum amount of grit. This ability alters grit.

**Magic Gun (Su):** A bullet wizard treats her starting weapon as a bonded object, and treats any hand holding it as though it was empty for the purpose of performing somatic components for a magus spell. If the bullet wizard gains a new bonded object, it must also be a firearm. In addition, as a standard action, the bullet wizard can remove the broken condition from her bonded object, as long as that condition was gained by a firearm misfire. A bullet wizard must have at least 1 grit point to use this ability. This ability alters gunsmith.

Arcane Shot (Ex): At 2nd level, whenever a bullet wizard casts a ranged touch attack spell with a casting time of 1 standard action, she can spend 1 grit point as a free action to make an attack roll with her bonded firearm, channeling the spell into the bullet and delivering the spell with a successful ranged attack. If the spell is delivered the target is affected by the spell normally but the spell does not need to make an additional touch attack, on a miss the spell has no effect. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack.

At 8th level, whenever a bullet wizard uses her arcane shot class feature, she can spend an additional grit point to make a second attack with a -5 penalty. At 17th level, she can instead spend 2 additional grit points to be able to cast a second touch spell with a casting time of 1 standard action as a free action, channeling it into this second attack.

This ability replaces the 2nd, 8th, and 17th level gun masteries.

**Intelligent Mastery (Ex):** Whenever a bullet wizard gains a gun mastery which would grant her a deed, she uses her Intelligence modifier in place of her Wisdom to determine its DC or when determining the effects of deeds. She can select certain legendary gunslinger deeds as gun masteries so long as she is of high enough level to gain that deed normally. This ability alters gun mastery.

**Wizard’s Quirk (Ex):** At 2nd level, a bullet wizard selects two Charisma or Wisdom based skill; she may choose to use her Intelligence modifier in place of her Charisma or Wisdom when determining her bonus for those skills. This ability alters slinger’s quirk.

**Arcane Artillery (Su):** At 3rd level, the bullet wizard can expend a spell slot as a swift action to treat one of her firearms as if it was always loaded for a number of minutes equal to the expended spells level (she can dismiss this ability as a free action). When she uses this ability, she selects one of the following energy types: acid, cold, electricity, or fire; her bullets deal this type of damage for the duration of this ability. In addition, she deals additional damage per shot depending on the level of the spell which was sacrificed:

- **1st:** +1d4 damage
- **2nd:** +1d6 damage
- **3rd:** +1d8 damage
- **4th:** +1d10 damage
- **5th:** +2d6 damage
- **6th:** +2d8 damage

At 13th level, a bullet wizard can select sonic damage, although if she does, her damage die is reduced by 1 step. This ability replaces uncanny dodge and improved uncanny dodge.

**Intelligent Resolve (Ex):** At 6th level, whenever a legendary gunslinger fails a Dexterity or Intelligence based skill check (including skills selected with wizard’s quirk), she can spend 1 grit point to reroll that check. This ability alters steely resolve.

**Genius’s Style (Ex):** At 6th level and every six levels thereafter, a legendary gunslinger selects a Dexterity or Intelligence based skill (including ones she has selected with wizard’s quirk), gaining the skill unlock powers for that skill as appropriate for her number of ranks in that skill. This ability alters gunner’s style.

**Erudite Resolve (Ex):** At 17th level, whenever a bullet wizard would use her intelligent resolve class feature, her reroll gains a bonus equal to her Intelligence modifier (minimum 1). This ability alters skilled resolve.
**Crossbow Killer**

To most, the idea of a gunslinger who doesn’t wield a gun is unheard of, and yet crossbow killers are just as adept with such weapons as a gunslinger is with a gun. Avoiding the bursts of gunpowder, crossbow killers tend to favor finesse in their actions, silently stalking foes until the end.

**Weapon and Armor Proficiencies:** Crossbow killers are proficient with all crossbows, but not firearms. This replaces the gunslinger’s normal weapon and armor proficiencies.

**Starting Crossbow:** A crossbow killer starts play with a masterwork crossbow of her choice. This ability replaces gunsmith.

**Crossbow Training (Ex):** Starting at 1st level, a crossbow killer gains a bonus equal to her Dexterity modifier on damage rolls when firing a crossbow; this bonus to damage cannot exceed her class level. This ability replaces gun training.

**Grit (Ex):** A crossbow killer regains grit when she confirms a critical hit or deals a killing blow with any kind of crossbow. This ability modifies the grit class feature.

**Crossbow Deeds (Ex):** A crossbow killer can use a crossbow with any deed she possesses. In addition, the crossbow killer gains the following deeds:

- **Bolt Juggler (Ex):** At 1st level, as long as the crossbow killer has at least 1 grit point, she does not require a free hand to reload a crossbow.
- **Killer’s Reflexes (Ex):** At 1st level, the crossbow killer gains an uncanny knack for knowing how to avoid attacks. As long as the legendary gunslinger has at least 1 grit point, she does not provoke attacks of opportunity for firing or loading a crossbow.
- **Sudden Shot (Ex):** At 1st level, a crossbow killer can spend 1 grit point to target a creature’s flat-footed AC when firing a crossbow within its first range increment for 1 round. The deed’s cost cannot be reduced by the true grit class ability, the **Signature Deed** feat, or any other effect that reduces the amount of grit a deed costs.
- **Bolt Loader (Ex):** At 3rd level, as long as the legendary gunslinger has at least 1 grit point, she reduces the action needed to load a crossbow as long as it would be able to be loaded as a full action or quicker; from a full round to a standard, standard to move, and move to free action.

This ability replaces the dead eye, gunslinger’s reflexes, quick clear, and speedloader deeds.

- **Gun Masteries (Ex):** A crossbow killer cannot select the following gun masteries: critical gunner, joint mastery, jury-rig, long shot, muffled report, reliable shot, or scatter deadshot.

- **Weapon Training (Ex):** At 5th level, a crossbow killer gains a +1 to attack and damage rolls with crossbows.

At 10th level and every five levels afterwards, this bonus increases by +1, to a maximum of +4 at 20th level. This ability replaces gritty offensive.

**NOTE:** While not normally allowed, GMs should consider letting crossbow killers take archetypes which alter gunsmith (unless that archetype does not allow the legendary gunslinger to select her starting weapon or changes her selection of starting weapons) as well as those which replace the dead eye, gunslinger’s reflexes, quick clear, and speedloader deeds. For archetypes that would replace those deeds, they would instead replace the following deeds:

- **Dead Eye:** Sudden Shot
- **Gunner’s Reflexes:** Killer’s Reflexes
- **Quick Clear:** Bolt Juggler
- **Speedloader:** Bolt Loader

This may cause issues, so GM’s permission should be requested before attempting to combine this archetype with others.

**Demolition Soldier**

Versed in not only the explosive nature of black powder but also bombs, demolition soldiers seek only to exist in a battlefield filled with the chaos of shrapnel and bullets. Geniuses capable of creating various explosives, the only limit to a demolition soldier’s abilities is her imagination.

**Bomb (Su):** At 1st level, a demolition soldier gains the ability to create bombs as per the alchemist class feature. She can use a number of bombs each day equal to her class level + her Wisdom modifier and on a direct hit, a demolition soldier’s bomb inflicts 1d6 points of fire damage + additional damage equal to the demolition soldier’s Wisdom modifier. The damage of a demolition soldier’s bomb increases by 1d6 points at 4th level and every three levels afterwards to a maximum of 7d6 at 19th level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). The DC of the demolition soldier’s bombs saves is equal to 10 + 1/2 the demolition soldier’s level + her Wisdom modifier. This ability replaces the deadeye and dead shot deeds and gritty offense.

**Gunsmith (Ex):** A demolition soldier must select a pistol for her starting weapon.

**Bomb Mastery (Ex):** A demolition soldier can select a discovery which affects bombs in place of a gun mastery, treating her demolition soldier level as her alchemist level for the purpose of qualifying for discoveries.

**Bomb Bullet (Ex):** At 5th level, a demolition soldier gains the explosive missile discovery, although she can only use it with one-handed firearms. At 11th level, whenever the demolition soldier uses this discovery, she can make an additional attack with a -5 penalty. At 17th level, she can also infuse this second attack with a bomb. This ability replaces the 5th, 11th, and 17th level gun masteries.
**Faded Stranger**

For gunslingers, the roar of combat is often their calling card, reveling in the excitement of it all. But for some, they exist without thought, unwilling to leave their mark on the world. While their actions are widely known, faded strangers are those who choose to act without leaving a trace.

**Gun Mastery (Ex):** A faded stranger cannot select the local legend gun mastery.

**Unseen (Ex):** At 2nd level, a faded stranger receives a morale bonus on all Stealth checks equal to 1/2 her class level. This ability replaces eagle eyes.

**No Face (Ex):** At 2nd level, a faded stranger may use her Wisdom modifier in place of her Charisma when making a Disguise check. In addition, she can make a Disguise check to make herself look mundane and unidentifiable rather than disguising themselves as someone else. Creatures who fail to identify a faded stranger with a successful Perception check have no memory of seeing her while she is wearing a mundane disguise. This ability replaces slinger’s quirk.

**Fade Away (Su):** At 4th level, a faded stranger can spend 1 grit point as a swift action to disappear for a number of rounds equal to her Wisdom modifier. This ability functions as *invisibility*. At 14th level, she can spend an additional grit point while using this ability to have it instead function as *greater invisibility*. This ability replaces the 4th and 14th level combat grit.

**No History (Ex):** At 9th level, a faded stranger can cause anyone who was made aware of her existence to forget about her; one will forget her name after one day, finer details of her interactions and appearance after 3 days, and general details of her interactions and appearance after 5 days. She can choose to exclude a creature from this effect as a free action, making them immune from this effect until she chooses to remove that immunity as a free action.

In addition, any attempt to scry on a faded stranger requires a successful caster level check with a DC of 10 + her class level, and any Diplomacy or Knowledge check made to gain information about her takes a penalty equal to 1/2 her class level. This ability replaces the 9th level combat grit.

**No Existence (Su):** At 19th level, a faded stranger cannot be detected by blindsense, blindsight, tremorsense, greensight, telepathy, and is immune to divination spells, spells such as *legend lore* turn up no information on her, and any attempt to revive her from the dead must also include a part of her body. A faded stranger can spend 1 grit point as a swift action to target one creature within 60 ft. of herself, forcing that creature to make a successful Will save (DC 20 + her Wisdom modifier) or forget everything they know about the faded stranger and gain 2 negative levels as she removes a part of their soul from existence. This ability replaces the 19th level combat grit.
**Firearm Striker**

Despite the large number of legendary gunslingers which prefer to stay out of melee combat, firearm strikers prefer the roar of close range battles. Fueled by adrenaline, these thrill seekers engage foes as closely as possible, living for those fleeting moments of gunfire combined with the crash of fists colliding with foes.

**Weapon and Armor Proficiencies:** Firearm strikers are not proficient with light armor. This replaces the legendary gunslinger's normal armor proficiencies.

**AC Bonus (Ex):** When unarmored and unencumbered, the firearm striker adds her Wisdom bonus (if any) to her AC and her CMD.

These bonuses to AC apply even against touch attacks or when the firearm striker is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

**Martial Grit (Ex):** A firearm striker treats her unarmed strikes as firearms for the purpose of being able to regain grit.

**Strike Deeds (Ex):** A firearm striker gains the following deeds:

- **Iron Knuckle:** At 1st level, as long as a firearm striker has at least 1 grit point, she gains the Improved Unarmed Strike feat and may use her Dexterity modifier in place of her Strength while making attack rolls with unarmed attacks.

- **Close Combat:** At 3rd level as long as a firearm striker has at least 1 grit point and one free hand, her unarmed strikes gain the enhancement bonus to attack and damage of a single firearm she is wielding.

- **Steel Fist:** At 3rd level, as long as a firearm striker has at least 1 grit point, her unarmed strikes deal damage as though she was a monk of her class level.

- **Gun Flurry:** At 7th level, whenever the firearm striker deals damage to a creature with a firearm, she can spend 1 grit point as an immediate action to make an attack with her unarmed strike. If there are no targets within her natural reach, she can move up to half her speed (this movement provokes attacks of opportunity), making an attack with her unarmed strike at the end of her movement. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

At 11th level, a firearm striker can spend 1 grit point as a free action to have any firearm she wields deal damage equal to her unarmed strike for 1 minute. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

This ability replaces deadeye, ricochet shot, utility shot, dead shot, and lightning reflexes.

**Light Hands (Ex):** At 5th level, a firarms striker may choose to use her Dexterity modifier in place of her Strength to determine how much damage she deals with her unarmed strikes. This ability replaces the 5th level gun mastery.

**Martial Offense (Ex):** At 5th level, firearm strike's gritty offensive also affects her unarmed strikes. This ability alters combat grit.
**Living Turret**
The majority of gunslingers are agile warriors who dart around the battlefield in a flurry of gunfire, but living turrets instead decide to stand and fight, clad in the heaviest of armor and designed to take as much punishment as possible.

**Weapon and Armor Proficiencies:** Living turrets are proficient in medium and heavy armor, but not with one-handed firearms. This replaces the legendary gunslinger’s normal weapon and armor proficiencies.

**Heavy Gunsmith:** Rather than selecting a firearm, a living turret gains a culverin for her starting weapon. This ability alters gunsmith.

**Turret Stance (Ex):** At 1st level, as long as a living turret has at least 1 grit point and is wearing medium or heavy armor, she can enter a turret stance as a move action. As long as a living turret is in her turret stance, she is treated as though she is supported, although she still suffers a -2 penalty on attack rolls while wielding a culverin in this fashion. In addition, she gains DR 1/- and +2 circumstance bonus to her CMD; while in her turret stance, she treats her class level as her base attack bonus for the purpose of calculating her CMD. At the beginning of each of her turns, a living turret can decide to maintain her turret stance as a free action.

At the end of each round a living turret spends in her turret stance, she gains a number of temporary hit points equal to her Wisdom modifier (minimum 1) which last until her turret stance ends or until lost normally; temporary hit points gained from this ability cannot exceed her class level. If a living turret moves more than 5 feet during her turret stance, it instantly ends. At 7th level, a living turret no longer takes a penalty to attack rolls while wielding a culverin in this fashion and instead gains temporary hit points equal to two times her Wisdom modifier. At 16th level, she instead gains temporary hit points equal to three times her Wisdom modifier. This ability replaces the gunslinger’s reflexes, utility shot, and interrogation shot deeds, evasion, and improved evasion.

**Adamant Guard (Ex):** At 4th level and every four levels afterwards, the damage reduction and bonus to CMD granted by Turret Stance both increase by 1. This ability replaces nimble.

**Heavy Artillery (Ex):** At 5th level, whenever a living turret enters her turret stance, she is treated as though she has set up a carriage for the purpose of wielding a double hackbut, although she still suffers a -2 penalty on attack rolls while wielding a double hackbut in this fashion. At 11th level, a living turret no longer takes a penalty on attack rolls while wielding a double hackbut in this fashion. This ability replaces the 5th level gun mastery.

**Muzzle Roarer**
Those born under a truly bad sign, often marked by physical deformity and wracked with pain of mind, body, and spirit, give themselves over beyond despair to grim, nihilistic abandon in service to an apocalyptic entity of doom and destruction. Such a Great Beast, whatever its nature, may be a sinister and eldritch being, or an unthinking king of disaster and base ruin, yet is the foredestined master over times yet to be and the strange dawns of bleak and cruel tomorrows as creation awaits its devourer. Muzzle roarers herald his advent, and indeed seek to hurry it along with gun in hand, as they hear the great Unmaker’s rage echoed in every cannonblast and every crying widow, as they carve a morbid path to doomsday.

**Alignment and Patron Deity:** A muzzle roarer cannot be lawful or good-aligned, and must choose a patron deity that grants the Destruction domain, or is a demon lord, daemonic horseman of the apocalypse, great old one, or similar malign being of chaotic neutral, neutral evil, or chaotic evil alignment.

**Weapon and Armor Proficiency:** A muzzle roarer is proficient with all simple weapons and all firearms. Muzzle roarers often learn the down and dirty skills of back-alley knifing and barroom brawling, and may select one of the following as a bonus feat: Catch Off-Guard, Improved Dirty Trick, Improved Sunder, Improved Unarmed Strike. The muzzle roarer need not meet prerequisites for this feat. This alters weapon and armor proficiency.

**Skills:** A muzzle roarer’s number of skill points per level is reduced by 2. In addition, Acrobatics, Heal, and Knowledge (engineering) are not class skills for a muzzle roarer. This alters skills.

**Unwholesome Aura:** A muzzle roarer has an aura of chaos and evil that can be detected by detect chaos, detect evil, and similar spells as if she were a cleric or paladin of her class level.

**Cursed Countenance (Su):** All those who ride, ravage, hunt, and howl under the baleful eyes of the World-Breaker bear some accursed sign, be it mark, malformation, mutilation, and howl under the baleful eyes of the World-Breaker bear some accursed sign, be it mark, malformation, mutilation, or madness. At 1st level, a muzzle roarer gains a curse as an oracle of equal level. If a benefit of his curse would add spells to his spell list, the muzzle roarer can instead duplicate the effect of any of those spells as spell-like abilities by expending a number of grit points equal to one-half the spell level of the effect (rounding up). She treats her gunslinger level as her caster level for these abilities, using her Wisdom modifier on concentration checks. The save DC for such abilities is equal to 10 + 1/2 her gunslinger level + her Wisdom modifier. This replaces nimble.

**Blasted Clear to Hell (Ex):** The booming hand-cannons wielded by a muzzle roarer knock men from their feet, flinging their targets through walls, windows and doors like the reaping of a whirlwind, sending both brave and cowardly alike crashing to the ground in a spray of iron, thunder, blood, and splintered glass. At 3rd level, when a muzzle roarer
hits an unattended inanimate object with a firearm attack, she can spend 2 grit points as a free action to affect that object as *shatter*. When she strikes a living creature with a firearm attack, she can spend 2 grit points as a free action to attempt a bull rush combat maneuver against the target (using Dexterity in place of Strength to determine her CMB). If successful, she may immediately spend 1 additional point of grit to attempt a trip combat maneuver in similar fashion against the same opponent. This replaces the utility shot deed.

**Dirty Bastard, Ugly Fighter (Ex):** There are few so treacherous, desperate, savage and conniving as a muzzle roarer with her back against the wall, stuck in a knock-down, stand-up fight – although a trapped rat, starving dog or rabid coyote might come close. At 4th level, a muzzle roarer may choose any rogue talent or ninja trick for which she qualifies in place of a gun mastery. Any ability so gained requiring ki points may instead be activated by expending an equal number of grit points.

**Special:** A muzzle roarer using the standard gunslinger class may choose any rogue talent or ninja trick in place of a bonus combat feat or grit feat gained at 4th, 8th, 12th, 16th and 20th level.

This alters gun mastery (or bonus feats).

**Roar of the Gun (Ex):** A muzzle roarer’s weapons erupt with a deafening bang with every shot. The Perception penalty to hear her gunshots at a distance is reduced to -1 per 50 feet. Any creature struck by a shot from her firearm is deafened for 1 round (1 minute on a critical hit) unless it succeeds on a Fortitude save (DC 10 + 1/2 her gunslinger level + her Wisdom modifier). The duration from multiple failed saves stacks. In addition, as long as the muzzle roarer has at least 1 grit point, any enemy adjacent to her when she shoots her firearm must save or be deafened for 1 round as well. The muzzle roarer cannot be deafened by her own gunshots.

This deafening sound is highly distracting and frightening, granting the muzzle roarer a +2 circumstance bonus on Intimidate checks made within 1 round of shooting her firearm. This bonus increases by 2 at 5th level and every 5 levels thereafter. A muzzle roarer can expend 1 grit point to make an Intimidate check as a swift action after shooting her firearm.

At 7th level, a muzzle roarer can expend grit when firing her weapon to dispel a magical silence effect (as a targeted *dispel magic*) or to duplicate the effect of *piercing shriek* or *screech*. At 15th level, she also can duplicate *primal scream* or *sonic thrust*. Creating these effects functions as spell-like abilities from her cursed countenance ability above, and she also must expend one shot of powder and ammunition with no chance of misfire (or one shot for each creature or object, if affecting multiple targets with *sonic thrust*).

This replaces evasion and improved evasion.

**Special:** A muzzle roarer using the standard gunslinger classes replaces the gunslinger’s dodge and evasive deeds.

**Bad Deeds:** A muzzle roarer gains access to the following unique deeds, which she may learn in place of one of her normal deeds. Any effects that duplicate spells follow the same limitations as cursed countenance spell-like abilities described above.

**Branding Barrel:** As long as muzzle roarer has at least 1 grit point, she can make a firearm attack and then use the hot barrel to halt a bleed effect on herself or an adjacent creature. This does not require an attack roll. Alternatively, she can make a melee touch attack with the hot barrel as a move action, affecting the target as *brand*. At 10th level and above, she can expend 2 grit points to make a melee touch attack with the hot barrel as a move action, affecting the target as *greater brand*, instead. Alternatively, the muzzle roarer can expend 1 additional grit point as a swift action to use this *brand* or *greater brand* ability against a creature she has just hit with her firearm attack.

**Doomwalker:** A muzzle roarer walks with callous certainty in the utter and awful end of all
things, blunting attempts to manipulate their emotions. She gains a +2 circumstance bonus on saving throws against fear and other emotion effects, as well as curses. In addition, whenever she would be affected by a fear effect, she can expend 1 point of grit as a free action to reduce the effect of that fear by one step: panicked, cowering, or paralyzed becomes frightened; frightened becomes shaken; shaken becomes unaffected. This does not affect other types of fear effects, such as *phantasmal killer*.

Where'er Ruin Blows: A muzzle roarer always seems to be right around the corner from a nasty storm, riding into town as a gang-war is brewing, or otherwise eternally in the wrong place at the right time. At 1st level, once per week as long as she has at least 1 grit point, a muzzle roarer may perform a ritual action taking 1 round that will set her on the road towards money, blood and terror. This often takes the form of flipping a coin, drawing a card, casting dice or spinning an empty bottle of whiskey at a crossroads, allowing her to duplicate one of the following spells: *anticipate peril* ([APG](#)), *augury*, *deathwatch*. She can use this ability more than once per week by spending 1 grit point.

At 5th level, she can perform a longer ritual, taking 1 minute and requiring her to expend 2 grit points and 20 gp worth of gunpowder, in order to duplicate one of the following spells: *blood biography* ([APG](#)), *create treasure map* ([APG](#)), *locate creature*.

**Pale Slinger**

Bad luck follows a pale slinger, and due to her abilities, little else does. Cursed with a supernatural talent for causing misery, pale slingers rarely have companions, finding that the misfortune that follows them rarely endears themselves to allies.

**Aura of Misfortune (Ex):** A pale slinger is constantly surrounded by a 20-foot aura of bad luck; all creatures within it are unable to benefit from luck bonuses. All animals (except for a pale slinger's animal companion, if any) have a starting attitude of unfriendly towards the pale slinger, and while their starting attitudes are not influenced, most creatures feel a sense of unease around pale slingers. A pale slinger can select a number of creatures equal to her Wisdom modifier to be immune from this effect as a free action; if a pale slinger designates a creature beyond her limit, she must decide which creature loses their immunity from this effect.

At 4th level and every four levels afterwards, the area of this aura increases by 10 feet, up to a maximum of 60 feet at 20th level. This ability replaces nimble.

**Hex Mastery (Su):** A pale slinger can select a non-harmless curse that targets one creature in place of a
gun mastery, using her Wisdom modifier in place of her Intelligence to determine its DCs and effects. A pale slinger treats her pale slinger level as her witch level for the purpose of meeting the prerequisites of hexes. At 11th level, she can instead select a major hex.

Curse Shot (Ex): At 5th level, whenever a pale slinger targets a creature with a hex, she can spend 1 grit point as a free action to make an attack against the creature she targeted with that hex. At 11th level, when a pale slinger uses this ability, she can make a second attack with a -5 penalty. At 17th level, if both of the pale slinger's attacks hit, the creature must roll their save against the hex two times, taking the worse result (if they would already be required to roll two times, they must instead roll three times). This ability replaces the 5th, 11th, and 17th level gun masteries.

Cruel Malediction (Ex): At 6th level, whenever a creature within the pale slinger's aura of misfortune attempts a saving throw or skill check, she can spend 1 grit point as an immediate action to impose a -2 penalty to that roll. At 17th level, if the creature under the effects of this ability fails their saving throw or skill check, the pale slinger regains 1 grit point. A creature that has fewer Hit Dice than half the pale slinger's character level failing a saving throw or skill check does not restore grit. This ability replaces steeply resolve and skilled resolve.

Hopeless Aura (Ex): At 7th level, creatures within the pale slinger's aura of misfortune are unable to reroll any roll they make. This ability replaces evasion.

Death Aura (Ex): At 16th level, creatures within the pale slinger's aura of misfortune are unable to heal hit points, ability damage, or ability drain through any means. In addition, all spells which would return a creature from death automatically fail, although the material components of these spells are not wasted. This ability replaces improved evasion.

Last Curse (Su): At 20th level, a pale slinger gains two grand hexes. This ability replaces the 20th level gun mastery and true grit.

RUMSLINGER

Some gunslingers rely on a rugged sense of determination and duty to drive them through their battles. Others yet command a sense of charm and swagger that lends an air of mystery about them. But some gunslingers get by on a full tankard of ale and a wobbling swagger all their own. While few in number, those who have taken to the bottle and the bullet and come out stronger on the other side are a sight to behold.

The following are class features of the rumslinger archetype:

Drunken Grit (Ex): At 1st level, a rumslinger can drink a tankard of ale or strong alcohol and gain one point of grit. The act of drinking is a standard action that does not provoke attacks of opportunity. The gunslinger can gain a maximum number of drunken grit points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). These drunken grit points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken grit point, the gunslinger can spend 1 point of drunken grit as a swift action to move 5 feet without provoking attacks of opportunity. The gunslinger only recovers grit by drinking. This ability replaces grit.

Drunken Deeds (Ex): A rumslinger gains access to a handful of unique deeds that replace some of the standard gunslinger deeds.

Wobbling Shot: At 7th level, a rumslinger can spend 1 point of drunken grit as a swift action to roll twice on an attack roll and choose the higher of the two results. At 12th level, the gunslinger may spend 2 drunken grit points to roll three times on an attack roll. At 17th level, the gunslinger may spend 4 drunken grit points to gain the benefit of true strike instead of rolling multiple times on the attack roll. The gunslinger must have at least 1 drunken grit point to use this ability. This deed replaces dead shot.

Drunken Courage: At 11th level, a rumslinger may spend 1 point of drunken grit to become immune to fear effects for 1 hour. This deed replaces expert loading.

Firewater (Su): At 2nd level a rumslinger can imbibe the most volatile chemicals—and survive—in order to get drunk. The gunslinger may consume a flask of alchemist fire instead of alcohol to fuel his drunken grit. In addition, the rumslinger gains a +1 bonus on Fortitude saves to resist poison. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level). This ability replaces nimble.

Rain of Fire (Su): At 20th level, a rumslinger can hurl a bottle of alchemist's fire into the air out to a maximum distance of thirty feet and cause it to explode in a fireball with a single shot. The explosion creates a column of fire ten feet high and ten feet wide that inflicts 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the gunslinger's level + the gunslinger's Wis modifier) halves the damage. Using this ability is a full-round that consumes 4 drunken grit points. The gunslinger must be wielding a loaded firearm to use this ability. This ability replaces true grit.

SKY RIDER

In a battlefield full of chaos, some choose to stay above it all, soaring majestically in the air while raining down destruction from the skies. For a sky rider, her place is among the clouds, laying siege to opponents from aloft her trusted winged companion as she barrages foes with hot lead.

Animal Companion (Ex): At 2nd level, a sky rider forms
a bond with an animal companion, gaining a bird for her animal companion. This animal is a loyal companion that accompanies the sky rider on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The sky rider's effective druid level is equal to her sky rider level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A sky rider can teach her companion sky rider's tricks from the skirmisher ranger archetype instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier.

If a sky rider releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ability replaces slinger's quirk, steely resolve, and skilled resolve.

**Wild Empathy (Ex):** At 2nd level, a sky rider can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person. The sky rider rolls 1d20 and adds her sky rider level and her Wisdom modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the sky rider and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The sky rider can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check. This ability replaces eagle eyes.

**Aerial Mount (Ex):** At 4th level, a sky rider gains the Monstrous Mount feat, regardless of if she meets the prerequisites, although she can only choose a griffon or hippogriff with this feat. If she wishes, rather than needing to find a new animal companion, she can instead choose to let her previous animal companion transform into a griffon or hippogriff. This ability replaces the 4th level nimble; a sky rider gains nimble for the first time at 8th level.

**Bound Mobility (Ex):** A sky rider's animal companion also benefits from the sky rider's nimble class feature. This ability alters nimble.

**Skybound (Ex):** At 6th level, a sky rider gains the Monstrous Mount Mastery feat, regardless of if she meets the prerequisites, being treated as though she was 7th level for the purpose of being able to access her mount's mastery ability. This ability replaces the gunner's style gained at 6th level.

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**Solemn Traveler**

To some legendary gunslingers, it isn't enough to simply exist; they must stand for something. Solemn travelers are those few who heed a higher calling, taking it upon themselves to act as mortal vessels for a greater purpose, whatever that may be.

**Traveler's Path (Ex):** A solemn traveler must choose one aspect of her alignment, using it to determine her class features. She may choose chaos, evil, good, or law, but not neutral. A true neutral character cannot select this archetype. A solemn traveler gains an aura as though she was a cleric of her solemn traveler level (see *detect evil* for details), detecting as her chosen alignment.

**Mount (Ex):** At 1st level, the solemn traveler gains *mount* class feature of a cavalier feat of her level. At 11th level, a solemn traveler's mount gains a template based on her chosen alignment:

- Chaos: Entropic
- Evil: Fiendish
- Good: Celestial
- Lawful: Resolute

At 15th level, the solemn traveler's mount gains spell resistance equal to the solemn traveler's level + 11 (the solemn traveler can choose to ignore this spell resistance when casting spells on her mount). This ability replaces the dead eye, bleeding shot, and improved uncanny dodge.

**Traveler's Presence (Ex):** At 2nd level, a solemn traveler gains a morale bonus to Intimidate checks equal to 1/2 her solemn traveler level. This ability replaces eagle eyes.

**Focused Traveler (Sp):** At 2nd level, a solemn traveler gains one of the following spell-like abilities at-will depending on her chosen alignment:

- Chaos: *detect law*
- Evil: *detect good*
- Good: *detect evil*
- Lawful: *detect chaos*

This ability replaces slinger's quirk.

**Traveler’s Judgement (Su):** At 3rd level, a solemn traveler gains the judgement ability as though she was an inquisitor feat of her solemn traveler level, although rather than having a specific amount of uses per day, she must spend 1 grit point to use this ability. At 11th level, whenever the solemn traveler uses her judgement ability, she selects two different judgements instead of one. Doing so still only cost 1 grit point. As a swift action, she can change one of these judgements to another type. This ability replaces the ricochet shot, dead shot, and lighting reflexes deeds and the gritty offense gained at 10th and 20th level.

**Traveler's Terror (Su):** At 5th level, a solemn traveler radiates an aura which causes all creatures within 20 feet of him to take a -2 penalty to fear effects. In addition, all creatures within her aura lose any immunity to fear effects they possess. At 15th level, this penalty increases by 2 and the area of the solemn traveler's aura increases to 50 feet. This ability replaces the gritty offense gained at 5th and 15th level.
**Technological Shootist**

Firearms tend to be more dangerous weapons, although this isn't the case. For those who have access to them, technological firearms offer far more reliability, but they still require the same grit to use to their full potential. Technological shootists are those who take the chance with such weapons, wielding them like extensions of their body.

**Tech Training (Ex):** Starting at 1st level, a technological shootist gains a bonus equal to her Dexterity modifier on damage rolls when firing a firearm; this bonus to damage cannot exceed her class level until she reaches 5th level. Furthermore, she treats all detrimental glitches of timeworn firearms as a result of no glitch. (She can retain the effects of beneficial glitches if she wishes.) This ability alters gun training.

**Technologist (Ex):** At 1st level, a technological shootist gains one of the following firearms of her choice: arc pistol, laser pistol, sonic pistol, zero pistol, arc rifle, laser rifle, sonic rifle, or zero rifle. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The technological shootist also gains Technologist as a bonus feat, although she can craft batteries for a cost in raw materials equal to 10% of the price; batteries created in this fashion can only be used to recover charges with a firearm.

A technological shootist can also create batteries without a production lab, and can spend gold equal to half of the cost of a timeworn firearm to remove that condition from it. This ability replaces gunsmith.

**Tech Deeds (Ex):** A technological shootist gains the following deeds:

- **Covet Charge (Ex):** At 1st level, a technological shootist can spend 1 grit point to use 1 charge fewer than normal when firing a technological weapon (minimum 0), as long as the weapon has enough charges remaining to be fired at least once.

- **Reliable (Ex):** At 1st level, a technological shootist can spend 1 grit point as a free action to prevent a timeworn firearm from glitching.

- **Speed Battery (Ex):** At 3rd level, once per round, a technological shootist can insert or eject a battery from a firearm as a free action. This ability replaces the dead eye, quick clear, and speedloader deeds.

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**New Feats**

The following feats can be taken by standard gunslingers or legendary gunslingers to play with some of the classic tropes of the genre and to enhance their unique class features.

**Deed Specialization (Combat)**

You know how to use your deeds most dangerously.

**Prerequisite:** Gunslinger or legendary gunslinger 3rd

**Benefit:** Select 1 gunslinger deed you possess (including those gained through gun masteries) and increase its DC by +2.

**Demon-Haunted Drifter**

There's another soul that rides within you, and its name is death.

**Prerequisites:** Grit pool, eidolon class feature

**Benefit:** While in an area of dim or lower lighting, you may spend 2 grit points as a standard action to instantly call forth your eidolon, as per summon eidolon or to enhance your eidolon as per a lesser evolution surge. This is a spell-like ability, using your character level as your caster level and your Charisma modifier for concentration checks, if required.

At your 9th character level, you may instead spend 3 points of grit to produce an evolution surge; at 13th level, you may spend 4 grit to instead activate a greater evolution surge or a transmogrify effect.

**Designer’s Commentary:** This feat is of exceptional use with the synthesist summoner archetype, and the Mysterious Stranger gunslinger archetype, due to their shared use of Charisma as a primary statistic.

**Extra Gun Mastery (Combat)**

Your talent with a gun is multifaceted.

**Prerequisite:** Gun mastery class feature.

**Benefit:** You gain a gun mastery.

**Special:** You cannot select the bonus feat gun mastery.
Special: You can select this feat multiple times. Each time you take it, you must select a different gun mastery.

Guns Out of the Grave
You don’t stay dead, and you bow to none. Possessed of a soul that burns with hatred and an unquenchable thirst for vengeance, you’re a shade too rough and an ounce too mean to stay buried … or scorching down in the hot-spot. On the lonely prairie wind, you ride upon the songs of the dead, your guns blazing with hellfire and your boots striding implacably over ashen, blood-splattered soil.

Prerequisite: Grit pool, undead type

Benefit: If you are destroyed while you have at least 1 point in your grit pool, you rise again in 2d4 days, much like the rejuvenation ability of a ghost. If you have no grit remaining when you are destroyed, you instead rise after 1d10 years.

If your firearms have been removed from your remains after your destruction, they are teleported back to your person when you rise if they are within 1 mile per Hit Die. If they were broken or destroyed, they are immediately repaired and fully functional, as if make whole had been cast upon them. If your firearms are outside this range or are otherwise blocked from returning to you, you can instead sense their direction regardless of distance (including if they are in an extradimensional space). This sense can be blocked by any effect that blocks scrying. You gain the benefits of true seeing and discern lies (caster level equal to your Hit Dice) constantly with respect to any creature carrying one of your firearms. These abilities cannot be dispelled.

In addition, you may spend one point of grit to perform any of the following special deeds for which you qualify:

Desolate Cry (Su): As a move action, you can expend 1 grit point while unleashing a deathly scream of despair and loss, causing all creatures within 30 ft. who can hear you to become shaken (no save) until the beginning of your next turn. You can maintain this ability in subsequent rounds as a free action by spending additional points of grit. This ability also causes mundane and non-magical vegetation in the area, causing it to blacken and shrivel, with a 50% chance each round of crumbling to dust. It otherwise functions identically to the dirge of doom bardic performance ability. You must have at least 8 Hit Dice to use this deed.

Ghost Rider (Sp): As a full-round action, you can use phantom steed as a spell-like ability, using your Hit Dice as your caster level. This spectral or skeletal speed has a unique and distinctive appearance, which is the same each time it is created. You must have at least 6 Hit Dice to use this deed.

Hideous Wound (Su): If your undead form possesses a supernatural special attack that is normally conveyed by a melee attack, such as a vampire’s energy drain or a ghoul’s disease or paralysis, as a swift action you can expend 1 grit point to add the effects to a single firearm attack you make. You must choose to use this ability before the attack roll is made. If the attack misses, the effect is wasted. You must have at least 4 Hit Dice to use this deed.

Shake Off Control (Ex): Whenever you fail a saving throw that would take control of your undead form, such as the Command Undead feat or command undead spell, you can expend 1 grit point to reroll the saving throw. You must accept the result of the second roll. You must have at least 2 Hit Dice to use this deed.

Whiskey-Soaked Drifter
You’ve seen the worst kinds of horrors, and they ride alongside you to this very damn day. You long ago stopped climbing, and
slid sooner rather than later all the way to the bottom of the bottle. When bad news howls on the wind and blood starts to run, when those black storm-clouds roll in and the thunder of gunfire begins to pound in your veins, you reach for a drink just as fast as you do your bullets. If your compatriots can pour you into your boots and get you facing in the right direction, though, you’re lightning-swift death in the flesh.

**Prerequisite:** Grit pool, living creature

**Benefit:** You are regularly assumed to have recently imbibed a number of alcoholic drinks equal to twice your Constitution modifier. If you are ever completely cut off from alcohol for 24 hours, you become are permanently exhausted until you begin drinking once more. You retain this penalty until you imbibe alcohol of any kind or until you retrain this feat upon leveling. Magic such as restoration or heal can end this exhaustion.

You can purposefully drink a tankard of ale, one full beer or one shot of strong alcohol and immediately gain one temporary grit point. The act of drinking in this way is a standard action that provokes attacks of opportunity. You can have a maximum number of these temporary drunken grit points at any one time equal to half your character level, rounded down (minimum 1). Drunken grit points last for 1 hour or until spent, whichever comes first.

If you consume an additional drink within 1 hour of the previous drink, you gain additional grit but immediately become sickened, and the penalties for being sickened stack with additional drinks (but overlap and do not stack with other sources of being sickened). However, as long as you have at least one point of drunken grit in your grit pool, these penalties for being sickened do not apply to attack and damage rolls made with a firearm, nor to any skill check or ability check related to a firearm. If you become nauseated while retaining at least 1 point of drunken grit, you can use your move action to make a single firearm attack. If your firearm is unloaded while nauseated, you can spend 1 point of grit to reload it as a free action. Whenever you spend grit, all penalties for being sickened are suppressed until the beginning of your next turn.

If you also have the Drunken Brawler feat, you must choose whether to gain the benefits of this feat or the benefits of that ability each time you consume alcohol. If you imbibe more than one drink, you can alternate between which feat you use to gain benefits from your drinking.

If you are at least 11th level, you are immune to fear as long as you have at least 1 point of drunken grit in your system.

**Designer’s Note:** This feat is a darkly different, horror-themed approach to an iconic concept which is also explored by the rumslinger archetype. This feat is also appropriate for a brandy-soaked swashbuckler, replacing grit with panache and the firearm with a light or one-handed piercing melee weapon.

This feat also is thematically appropriate in combination with the Demon-Haunted Drifter feat in a high-magic game. Such a character’s eidolon could represent anything from the better angel of her nature to a ghost of a lost love, or even the literal devil on her shoulder.

**Winter-Hearted Drifter**

You show little enough emotion, when you so desire, your face a grim and impassive mask that’s equally terrifying and impossible to read. To say that you have an icy mien, a chill demeanor or a particularly frigid, dark sort of temper is only scratching the surface; whatever it is that pumps in your veins is a shade colder than blood. Long as you’ve been alive, you’ve known that you were different … and there’s a hard, black ocean of bleak & bitter rage inside you, just waiting for you to unleash it.

**Prerequisite:** Grit pool

**Benefit:** Your hands are icy to the touch, and you are remarkably pale. Any clothing you wear is considered to be a cold weather outfit. As long as you have at least 1 grit point, you treat cold environments as if they were one step less severe and you can see without impairment through natural falling snow, sleet, and hail. You can spend 1 point from your grit pool to see through magically created precipitation, such as a sleet storm for 1 minute.

Your emotionless visage grants you a +2 competence bonus on Bluff checks, and you may spend 1 grit point as a swift action to gain a +10 competence bonus on Bluff checks made to lie and a +5 competence bonus on Bluff checks made to feint for 1 minute.

At 11th level, you can spend 2 grit points to increase the duration of this effect to 10 minutes, and during this time you are additionally immune to fear. If you are already immune to fear because of a class feature, racial ability, or other permanent effect, living creatures within 10 feet of you during this time take a -4 penalty on saves vs. fear and lose any immunity to fear they normally possess.

**Special:** This feat replaces all normal prerequisites for the Elemental Fist feat, but you must select cold as your energy type. You are considered to meet all prerequisites for the Winter Shade of the Umbral Wood feat (see *Forest Kingdom Campaign Compendium* from Legendary Games); your gunslinger level is used in place of a druid level for purposes of that feat, should you select it.
Due to their complex design, firearms are able to be modified in a number of ways, each helping to further customize one’s weapon. Unlike normal weapon modifications, firearm modifications do not cost extra to add to a magical weapon, and up to two different modifications can be applied to the same firearm. As long as a character is proficient with a firearm, they are proficient with any modified version of that firearm. Each firearm modification comes with a Craft DC, requiring a Craft (firearms) check which takes 1 hour to add this modification to a weapon. A firearm modification can be removed with a DC 10 Craft (firearms) which takes 10 minutes, ruining the parts used for that modification but leaving the firearm intact. Some firearm modifications can also be applied to crossbows; these follow the same rules as applying them to a firearm as well as other exceptions to the rules listed previously, although a Craft (crossbows) check is needed in place of a Craft (firearms) check.

**Improved Firing Mechanism**

Cost +5,000 gp; Craft DC 20
A firearm with an improved firing mechanism reduces its misfire rate by 1 (minimum 0).

**Improved Rifling**

Cost +10,000 gp; Craft DC 30
A firearm with improved rifling can target a creature’s touch AC in its second range increment.

**Improved Sight**

Cost +5,000 gp; Craft DC 20
A firearm with an improved sight gains a +20 foot circumstance bonus to its range increment.

This firearm modification can also be applied to crossbows.

**Integrated Weapon**

Cost +2,000 gp (plus the cost of the weapon); Craft DC 20
A firearm with an integrated weapon combines itself with a melee weapon, serving as both a firearm and the weapon integrated into it. A creature is treated as wielding both the firearm and the integrated weapon while wielding a firearm with this modification, and both weapons share the same enhancements (enhancements that can only be used by one weapon can be applied to this firearm, but cannot be used if they would not normally be a valid choice for that weapon type, such as a vorpal pistol). A one-handed firearm can only be integrated with a light weapon, while a two-handed weapon can only be integrated with a one-handed weapon. Integrated weapons can be made masterwork for 300 gp, making both the melee weapon and firearm masterwork. Removing this firearm modification destroys the melee weapon and if the integrated weapon had an enhancement which would only apply to a melee weapon (such as vorpal), that enhancement is lost.

This firearm modification cannot be applied to axe muskets, buckler guns, fire lances, pistol daggers, sword cane pistols, or warhammer muskets (as well as additional weapons as decided by the GM), and double weapons cannot be integrated with this firearm modification. This firearm modification can also be applied to a crossbow, treating a hand crossbow as a one-handed firearm, and other crossbows as two-handed firearms for the purpose of which weapons can be integrated into them.

**Simplified Loading Mechanism**

Cost +5,000 gp; Craft DC 20
A firearm with a simplified loading mechanism reduces the action needed to load a firearm as long as it would be able to be loaded as a full action or quicker; from a full round to a standard, standard to move, and move to free action.

This firearm modification can also be applied to crossbows.

**Short Barrel**

Cost +7,500 gp; Craft DC 25
A firearm with a short barrel increases its spread’s area by 5 feet. This firearm modification can only be applied to firearms which have a spread option, such as dragon pistols and blunderbusses.

**Silencer**

Cost +3,000 gp; Craft DC 20
A firearm with a silencer does not produce any noise when fired.

**Weighted Grip**

Cost +2,000 gp (+5,000 for two-handed firearms); Craft DC 15 (25 for two-handed firearms)
A one-handed firearm with a weighted grip is treated as a light weapon for the purpose of two-weapon fighting. A two-handed firearm with a weighted grip is treated as a one-handed firearm for the purpose of how much effort it takes to wield.

This firearm modification can also be applied to crossbows except for hand crossbows; a crossbow can be treated as either a one-handed firearm or a two-handed firearm when determining the benefit gained from it, chosen at the time the modification is applied.
New Wondrous Items

The following items are of particular use to legendary gunslingers.

Farsight Duster
Aura faint transmutation; CL 4th
Slot body; Price 8,000 gp

DESCRIPTION
This slick black duster looks as though it has always just come out of the rain. A creature wearing a farsight duster gains a +30-foot enhancement bonus to the range increment of any firearm or crossbow they wield.

CONSTRUCTION
Requirement Craft Wondrous Item, Amateur Gunslinger or creator must be a legendary gunslinger, longshot; Cost 4,000 gp

Lore Bullet
Aura faint divination; CL 1st
Slot none; Price 4,000 gp

DESCRIPTION
An old and weathered lead bullet, a lore bullet contains knowledge of a single gun mastery inside of it. If anyone with the deeds class feature keeps this bullet on their person for 24 hours, they gain the gun mastery contained within it as long as they keep the lore bullet on their person. A creature can only benefit from one lore bullet at a time; for every 8 hit dice a creature has, they can benefit from an additional lore bullet. A lore bullet cannot be fired from a gun.

CONSTRUCTION
Requirement Craft Wondrous Item, Amateur Gunslinger or creator must be a legendary gunslinger, must possess knowledge of the gun mastery being bestowed, permanency; Cost 2,000 gp

Sample Legendary Gunslinger: Theresa Diaz

"The role of a hero is to protect others, no matter what. I do what I do to make sure that people don’t have to live through what I did, and so that everyone can be happy." -Theresa Diaz, Paladin Gunslinger of the South

Theresa Diaz
CR 7
XP 3,200
Female tiefling legendary gunslinger 8
LG Medium outsider (native)
Init +5; Senses darkvision 60 ft.; Perception +14

DEFENSE
AC 23, touch 15, flat-footed 18 (+3 Dex, +5 armor, +2 dodge, +1 natural, +2 shield)
hp 55 (8d8+16)
Fort +9, Ref +10, Will +6
Defensive Abilities evasion; Resist fire 5

OFFENSE
Speed 30 ft.
Melee mwk dagger +8 (1d4+1)
Ranged +1 musket +10/+5 (1d12+4) or dead shot +12/+7 (1d12+4).

Spell-Like Abilities (CL 8th)
At will—deathwatch

TACTICS
Before Combat Theresa never fights if she can help it, preferring to fight from the shadows. Always seeking to battle from a stealth location, Theresa picks her fights carefully, knowing that each fight could be her last.

During Combat Always fighting from a distance, Theresa is known to use her dead shot as her primary offense, starting off combat with gritty offense while doing her best to avoid detection. If an enemy does close distance with her, she will withdraw from combat, only re-engaging a foe once she can do so from stealth.

Morale Unlike others, Theresa will attempt to flee from combat when she is reduced to 20 or fewer hit points, not caring for longer engagements. Quick to surrender, Theresa will always try to find a way to escape unless she believes it to be impossible.
To Theresa, there were two major points in her life; that in which she was a slave, and that when she was free. Born into slavery with her lover Hannah, the two were owned by Hannah's brother, a mysterious neurokineticist known by the name Nigredo with a fondness for binding those he owned in cold black chains. While the two were under her brother's thrall, Hannah and Theresa were inseparable, some days being the only thing keeping the other alive during those painful times.

Unbeknownst to Hannah though, the day she escaped was the same night her brother died. Hannah's escape was the catalyst that allowed one of Nigredo's enemies to get the jump on him, cutting him down where he stood. Theresa watched in horror as Nigredo's murderer reanimated the man's corpse in front of her eyes, fleeing as fast as she could to the southern kingdoms, trying to start her life anew. After a rough few nights of sleeping in the streets, she was taken in by the city guard. Given a gun and a purpose in life, Theresa pledged her service to the city.

That was 10 years ago, Theresa having found work as a local law enforcer. Mastering the art of gunplay, Theresa's training was spurred on by stories of the Grey Phantom, the local vigilante, helping to hone her skills for the benefit of others. It was through her time on the city guard that she caught wind of someone claiming to have seen Nigredo and Hannah along with a mysterious masked figure wearing Nigredo's black chains. Unwilling to lose the lead to what may have happened to him, Theresa left her position in the city, chasing the duo to a pair of shadowy gates. Stepping inside, Theresa entered a new and wondrous city guarded by angels, unaware of what awaited her in the planar metropolis.

Theresa is a simple person in terms of her goals, seeking only to find Hannah and protect the southern kingdoms. Despite her lawful tendencies, she's been known to look the other way for the greater good, having been nicknamed the "Paladin Gunslinger of the South" by some. Innately trusting, Theresa's forwardness can be overwhelming to some, and she's been known to be pushy around those she wants to help, not realizing just how forceful she's being.

**Boon:** Players who wish to parley with Theresa must succeed on a DC 30 Diplomacy check, successfully shifting her attitude to helpful. If a player has evidence of being a paladin, information which may lead her to Hannah (Mindfang), or appears to be in good standing with the law, they receive a +10 circumstance bonus to this check. Those who have shifted Theresa's attitude towards good can request her assistance in matters of legal issues, providing leniency in any legal proceedings (within reason, as determined by the GM), as well as any information she has on local crime.
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