

# GUNSLINGER (LEVEL 1)



Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

## LIRIANNE

Female half-elf gunslinger 1 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

**Init** +5; **Senses** low-light vision; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +5, **Will** +2; +2 vs. enchantments

**Immune** magic sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +2 (1d8+1/19–20)

**Ranged** pistol +5 (1d8/×4)

### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Gunsmithing\*, Skill Focus (Perception), Weapon Focus (pistol)\*

**Skills** Craft (alchemy) +4, Intimidate +4, Knowledge (engineering) +4, Perception +7, Sleight of Hand +7; Racial Modifiers +2 Perception;

**Armor Check** –1

**Traits** Elven Reflexes\*, Killer

**Languages** Common, Elven

**SQ** deeds (deadeye, gunslinger's dodge, quick clear), elf blood\*, grit (2), gunsmith

**Combat Gear** alchemist's fire; **Other Gear** studded leather, longsword, pistol with 30 bullets, backpack, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (5), powder horn with 10 doses of black powder, sunrods (2), waterskin, 19 gp

### SPECIAL ABILITIES

**Deeds** Lirianne can spend grit points (see below) to accomplish the following deeds:

**Deadeye:** Lirianne can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment for a cost of 1 grit point per range increment beyond the first. Lirianne still takes the –2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

**Gunslinger's Dodge:** Lirianne can spend 1 grit point to avoid a ranged attack by moving 5 feet as an immediate action, granting her a +2 bonus to AC against the attack. This is not a 5-foot step, and provokes attacks of opportunity. Alternatively, she can drop prone to gain a +4 bonus to AC against the attack.

**Quick Clear:** As long as Lirianne has 1 grit point, she can, as a standard action, remove the broken condition from her pistol, if the condition resulted from a misfire. If she instead spends 1 grit point, she can perform quick clear as a move-equivalent action.

**Grit** Lirianne begins each day with 2 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum.



"I'd be obliged if you stood down, friend. I got no stomach for killing this early."

Lirianne can spend grit to accomplish deeds (see above), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

**Gunsmith** Lirianne's pistol is battered and only she knows how to use it properly. All other creatures treat her gun as 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.

**Killer** When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Pistol** Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and has a maximum range of five range increments. The gun can hold a single bullet at a time, and reloading it is a standard action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–5. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5 ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage.

\* This ability has already been calculated into Lirianne's stats.

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# GUNSLINGER (LEVEL 4)



Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

## LIRIANNE

Female half-elf gunslinger 4 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

**Init** +5; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +1 dodge)

**hp** 38 (4d10+12)

**Fort** +6, **Ref** +7, **Will** +4; +2 vs. enchantments

**Immune** magic sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +5 (1d8+1/19–20)

**Ranged** mwk pistol +9 (1d8/×4)

### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 20

**Feats** Gunsmithing\*, Point Blank Shot, Precise Shot, Skill Focus (Perception)\*, Weapon Focus (pistol)\*

**Skills** Craft (alchemy) +7, Intimidate +7, Knowledge (engineering) +7, Perception +8, Sleight of Hand +10; **Armor Check** 0

**Traits** Elven Reflexes\*, Killer

**Languages** Common, Elven

**SQ** deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), elf blood\*, grit (3), gunsmith\*, nimble +1\*

**Combat Gear** oil of silence, potion of cat's grace, potion of cure light wounds, alchemist's fire; **Other Gear** +1 studded leather, longsword, mwk pistols (2) with 30 bullets, ring of protection +1, adamantine bullets (5), backpack, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (15), powder horn with 10 doses of black powder, silver bullets (5), sunrods (2), waterskin, 29 gp

### SPECIAL ABILITIES

**Deeds** Lirianne can spend grit points (see below) to accomplish the following deeds and those listed on the 1st-level version of her stats:

**Gunslinger Initiative:** As long as she has at least 1 grit point, Lirianne gains a +2 bonus on initiative checks.

**Pistol-Whip:** Lirianne can make a surprise melee attack with the handle of her pistols as a standard action costing 1 grit point (+7 [1d6/×2]). If the attack hits, she can make a combat maneuver check to knock the target prone as a free action.

**Utility Shot:** If Lirianne has at least 1 grit point, she can perform a number of utility shots as described on page 11 of *Ultimate Combat*. Each utility shot can be applied to any single attack with a firearm, but Lirianne must declare the utility shot she is using before firing the shot.

**Grit** Lirianne begins each day with 3 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum.



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Lirianne can spend grit to accomplish deeds (see above), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

**Killer** When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Pistol** Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and has a maximum range of five range increments. The guns can each hold a single bullet at a time, and reloading one of them is a standard action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–5. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5 ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage.

**Point Blank Shot** When Lirianne shoots at a target within a range of 30 ft, she adds +1 to her attack and damage roll.

**Precise Shot** Lirianne can shoot at a target engaged in melee without taking the standard –4 penalty on the attack.

\* This ability has already been calculated into Lirianne's stats.

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# GUNSLINGER (LEVEL 7)



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## LIRIANNE

Female half-elf gunslinger 7 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 22, touch 17, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +2 dodge)

**hp** 64 (7d10+21)

**Fort** +8, **Ref** +10, **Will** +6; +2 vs. enchantments

**Immune** magical sleep effects

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +8/+3 (1d8+1/19–20)

**Ranged** +2 *reliable pistol* +14 (1d8+5/×4), mwk pistol +8 (1d6+4/×4) or mwk pistol +13 (1d8+4/×4)

### STATISTICS

**Str** 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 11

**Base Atk** +7; **CMB** +8; **CMD** 25

**Feats** Extra Grit\*, Gunsmithing\*, Point Blank Shot, Precise Shot, Rapid Reload\*, Skill Focus (Perception)\*, Weapon Focus (pistol)\*

**Skills** Craft (alchemy) +10, Intimidate +10, Knowledge (engineering) +10, Perception +8, Sleight of Hand +14; **Armor Check** 0

**Traits** Elven Reflexes\*, Killer

**Languages** Common, Elven

**SQ** deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (5), elf blood\*, gunsmith\*, gun training (pistol +4)\*, nimble +2\*

**Combat Gear** *potion of owl's wisdom*, *potions of cure serious wounds* (2), *oil of silence*, alchemist's fire; **Other Gear** +2 *studded leather*, longsword, +1 *reliable pistol*, mwk pistol with 30 bullets, *ring of protection* +1, *cloak of resistance* +1, adamantine bullets (5), backpack, *belt of incredible dexterity* +2, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (15), powder horn with 10 doses of black powder, silver bullets (5), sunrods (2), waterskin, 79 gp

### SPECIAL ABILITIES

**Deeds** Lirianne can spend grit points (see below) to accomplish the following deeds and those listed on the 1st- and 4th-level versions of her stats:

**Dead Shot:** As a full-round action costing 1 grit point, Lirianne can shoot a single shot at a target, making two attack rolls at +13/+8. If either attack roll hits, Lirianne's single attack is considered to have hit. For each additional successful attack roll beyond the first, she increases the damage of the shot by 1d8. Precision damage is added with damage modifiers and are not increased by this deed. If either attack roll is a critical threat, she confirms the critical once at +8. If both rolls are critical threats, she rolls the confirmation at +9 instead. Lirianne only misfires on a dead shot if both attack rolls are misfires.

**Startling Shot:** As long as she has at least 1 grit point, Lirianne can spend a standard action to purposely miss a creature that she could normally hit



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with a pistol, making that creature flat-footed until the start of its next turn.

**Targeting:** As a full-round action costing 1 grit point, Lirianne can make a single firearm attack targeting a specific part of the target creature's body, gaining a special effect depending on the part of the body targeted (see page 11 of *Ultimate Combat*). Creatures that are immune to sneak attacks are immune to these effects.

**Grit** Lirianne begins each day with 5 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum. Lirianne can spend grit to accomplish deeds (see above), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

**Killer** When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Pistol** Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and have a maximum range of five range increments. The guns can each hold a single bullet at a time, and reloading one of them is a move action that provokes attacks of opportunity. If her masterwork pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–3. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5 ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage. Her reliable pistol has no misfire chance unless it gains the broken condition through another means, in which case it's misfire range becomes 1–2.

**Point Blank Shot** When Lirianne shoots at a target within a range of 30 ft., she adds +1 to her attack and damage roll.

**Precise Shot** Lirianne can shoot at a target engaged in melee without taking the standard –4 penalty on the attack.

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