

HEROIC BLOODSHED

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THE BASICS

"Before you embark on a journey of revenge, dig two graves." – Confucius.

INTRODUCTION

The term heroic bloodshed was originally coined to describe a film genre that was born out of Hong Kong's new wave cinema during the eighties. The genesis of the genre is often attributed to John Woo's *A Better Tomorrow*. Naturally, it's never that cut and dried. Woo derives much of his directing style from Sam Peckinpah and draws inspiration for his characters from the films of Jean-Pierre Melville.

So what is heroic bloodshed? Let's break it down. The heroism in the title manifests itself as a sense of duty, a code of honor, and a feeling of brotherhood to those who also live by these outmoded concepts. The bloodshed in the title comes as the result of attempts at redemption when the world is against you, the relentless pursuit of vengeance, and highly stylized violence.

As a game, *Heroic Bloodshed* embodies cinematic action. A few games purport to be cinematic but it could be argued that *most* RPGs owe a debt to cinema. They exist in the same sort of postmodern simulacrum that modern movies do. They offer a "reality" that is itself an imitation of a medium that mimics reality. And if a game is imitating a postmodern film, well then, it is imitating something that is a simulacrum of a medium that is imitating reality.

GENRE CONVENTIONS

Heroic bloodshed films, just as any other genre of film or literature, have a variety of implicit conventions, many of which are unique to Hong Kong films and the heroic bloodshed genre in particular (thought they have been echoed in western cinema). These conventions can give you an idea of how to better emulate the heroic bloodshed genre.

RECOMMENDED VIEWING

The following films are representative of the heroic bloodshed genre to a greater or lesser extent. Some are obviously better than others but most should serve to provide inspiration to a fledgling *Heroic Bloodshed* Gamemaster. To see some of John Woo's influences check out Jean-Pierre Melville's *Le Samourai*, and Sam Peckinpah's *The Wild Bunch*.

Long Arm of the Law (1984)
A Better Tomorrow (1986)
Legacy of Rage (1986)
A Better Tomorrow II (1987)
City on Fire (1987)
Rich and Famous (1987)
As Tears Go By (1988)
City War (1988)
Gunmen (1988)
Hero of Tomorrow (1988)
On The Run (1988)
The Killer (1989)
A Moment of Romance (1990)
Bullet in the Head (1990)
Killer's Romance (1990)
Hard Boiled (1992)
Full Contact (1993)
Tian Di (1994)
Peace Hotel (1995)

TWO GUN ACTION

Characters in *Heroic Bloodshed* games prefer light one-handed weapons since they allow for ease of movement and don't encumber the way a longarm might. These weapons are often wielded akimbo and give the hero added versatility and firepower.

This genre convention was cemented in the minds of filmgoers with John Woo's *A Better Tomorrow*. Chow Yun Fat's dual pistol takedown of a roomful of Taiwanese gangsters introduced a style of gunplay that could compete with the stylized kung fu that had dominated action films in Hong Kong to that point. With that scene Woo codified his Peckinpah-influenced style of repeated shots, slo-mo action and

spraying blood and a new genre of filmmaking was born.

HONOR AND LOYALTY

The heroes in heroic bloodshed films are possessed of a strong code of honor or ethical philosophy. This code often makes the hero an outmoded character in a fraternity of criminals that will do anything, cross any line, to meet their goals. Heroic bloodshed stories often use this code to create conflict and drive the action when the main character discovers the world has changed and his sense of loyalty and honor places him above the ruthless triads or a corrupt police department. This personal code often unites disparate characters, allowing even criminals and cops to ally against a common threat.

BOO, HISS

In a setting where even the PCs may be contract killers, gunrunners, smugglers, thieves or gangsters, the villains have to be truly evil. The initial conflict between the heroes and villains often begins with a difference between ethics and codes of conduct. That is to say that the heroes have a near-chivalrous code of honour and a professional approach to their chosen occupation while the villains will cross any line in their pursuit of fortune or power. The villains are often so evil that even their henchmen may take exception with their actions. In John Woo's *Hard Boiled*, Kuo Chui portrays a cold-blooded killer who proclaims, "I know in certain things you just can't cross the line", and when confronted with the wholesale slaughter of the helpless and infirm turns on his own boss.

WHITE AND RED

The final shootout in a heroic bloodshed epic often finds the hero dressed in white. The purpose of this white suit is often twofold. First, it provides a dramatic contrast for the blood that inevitably stains it. Second, it is the color of mourning in China and Hong Kong. The suit may presage the hero's own impending



demise or may commemorate the death of a recently deceased loved one, someone who provides the motive for the hero's final act of vengeance.

This convention can be seen in Hong Kong cinema at least as far back as Chang Cheh's *Vengeance*, a Shaw Brothers' film from 1970. An audience with John Woo's *The Killer* in their viewing history would know instantly that when David Chiang makes the wardrobe change to a white suit that he is mourning his friend Ti Lung's death and that the film in

hurtling towards the culmination of its titular theme.

Even martial arts films such as Chang Cheh's *Chinatown Kid* have their final showdown with the protagonist dressed in white. The mourning suit makes an appearance in Lo Wei's *Fist of Fury*, where Bruce Lee dons it after his master is slain. An image that is referenced in Kurt Wimmer's *Equilibrium* where Christian Bale faces that film's villain after his love interest is executed.

MOOKS

Heroic bloodshed films are known for their legions of minor characters that exist only to be mowed down by the film's protagonists. These expendable mooks are thrown against the characters in wave after wave until the real villain and his right-hand goons make their appearance. Examples of faceless mook armies can be seen both in John Woo's *The Killer* and in the final reel of *A Better Tomorrow II*.

ALTERNATE RULES

Over the course of several subsequent releases in this line we will strive to lend the Modern OGL/SRD system a more cinematic texture than it previously had. These rules will address new options for character creation (such as feats and talent trees), changes to combat, and how stunts are handled in a *Heroic Bloodshed* game.

This first entry will cover any changes to the Modern OGL rules for *base classes*, *allegiances*, *occupations*, *action points*, and *feats*. Subsequent entries in the *Heroic Bloodshed* line will provide new talent trees, changes to combat and so forth.

New Base Class: We have presented an alternative base class in this product called the Action hero. This class is plainly broken—it is designed to have the best attack bonus, saves and hit die across the board. As a result it is clearly unbalanced compared to the existing base classes in the Modern rules. In a campaign using the Action hero base class, all the PCs should use this class or a similarly over-powered

variant.

The Action hero is designed to inject a cinematic postmodern sensibility into the game. It represents the movie hero ideal of someone who's good at everything and has an integral advantage over the villains and obstacles the story places in his or her path just by dint of being the story's central character.

Feats: A variety of alternate feats will be presented to better flesh out the abilities that you expect from heroes in this genre. Some feats will be stylistic and embody some of the conventions of the genre, while most serve simply to add some punch to firefights.

THE ACTION HERO (Alternative Base Class)

The Action hero is the pinnacle of the archetypal power fantasy. He's fast, he's strong, he's tough, he's got street smarts, he's dedicated to his cause, and he's got charisma to spare. In short, the Action hero is the guy who meets every situation with unflappable cool and panache.

An Action hero can be from any walk of life. He can have an exceptional occupation, like a cop or triad hitman, or he may just be an average joe turned everyday hero.

Ability

Dexterity is the key ability for the Action hero due to his reliance on guns. The Action hero often places high scores in Strength and Constitution as well.

Hit Die

The Action hero gains 1d10 hit points per level. Add the character's constitution modifier to this roll. A 1st-level Action hero starts with hit points equal to 10 + any Constitution modifier.

Action Points

Action heroes gain a number of action points equal to 10 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

TABLE: THE ACTION HERO

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+0	Talent	+3	+0
2nd	+2	+0	+2	+0	Bonus feat	+4	+0
3rd	+3	+1	+2	+1	Talent	+4	+1
4th	+4	+1	+2	+1	Bonus feat	+5	+1
5th	+5	+1	+3	+1	Talent	+5	+1
6th	+6/+1	+2	+3	+2	Bonus feat	+6	+2
7th	+7/+2	+2	+4	+2	Talent	+6	+2
8th	+8/+3	+2	+4	+2	Bonus feat	+7	+2
9th	+9/+4	+3	+4	+3	Talent	+7	+3
10th	+10/+5	+3	+5	+3	Bonus feat	+8	+3

Class Skills

The Action hero's class skills, and the key ability for each skill, are as follows.

Balance (Dex), Bluff (Cha), Climb (Str), Demolitions (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Also, the starting occupation the character selects can provide additional class skills to choose from.

Skill Points at 1st Level: $(7 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $7 + \text{Int modifier}$.

Starting Feats

In addition to the two feats all characters get at 1st level, an Action hero begins play with the Advanced Firearms Proficiency, Personal Firearms Proficiency, and the Simple Weapons Proficiency feat.

CLASS FEATURES

All of the following are class features of the Action hero.



Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Action hero selects a new talent from his available talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

At the GM's discretion all Strong, Fast, Tough, Smart, Dedicated, and Charismatic hero talent trees can be made available to the Action hero. Alternatively, the Action hero can be limited to the talent trees presented in BFG's *Heroic Bloodshed: Talent Trees* PDF.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Action hero gains a bonus feat. This feat must be selected from the following list, and the Action hero must meet any prerequisites.

Acrobatic, Combat Throw, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Far Shot, Focused, Heroic Surge, Mobility, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Stealthy, Two-Weapon Fighting, Weapon Focus.

STARTING OCCUPATIONS

Characters in *Heroic Bloodshed* often have one of two occupations – Cop or Triad. The scope of your *Heroic Bloodshed* campaign may extend beyond those boundaries, so a variety of occupation choices are presented below. Apply the benefits of one of these starting occupations only once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a

class skill for the character, he or she also gains a one-time competence bonus for that skill.

Some starting occupations provide a Reputation bonus or a bonus feat (in addition to the two feats a 1st-level character already receives). A character still must meet any prerequisites for these bonus feats. Finally, a starting occupation increases the character's Wealth bonus.

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.

Adventurer

Adventurers are often wanderers, like modern day ronin. Usually adventurers have a dark past they have turned their back on to seek their fortune in the world. Adventurers can include stunt men, big-game hunters, thrill-seekers or treasure hunters.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

Bonus Feat: Select one of the following: Archaic Weapons Proficiency, Brawl, or Combat Martial Arts.

Wealth Bonus Increase: +1.

Cop

This occupation includes uniformed or plain-clothes police, or SDU team members.

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen.

Bonus Feat: Select one of the following: Combat Martial Arts, Armor Proficiency (light), or Lightning Reflexes.

Wealth Bonus Increase: +1.

Country Bumpkin

Farm workers, fishermen, and others who make a living in the rural communities on the mainland fall under this category. Country Bumpkins often immigrate to Hong Kong to follow their dreams of becoming rich and famous.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

Bonus Feat: Select either Brawl or Toughness.

Wealth Bonus Increase: +1.

Investigator

There are a number of jobs that fit within this occupation, including investigative reporters, private investigators, police detectives, criminologists, criminal profilers, ICAC agents, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

Bonus Feat: Select either Brawl or Alertness.

Wealth Bonus Increase: +2.

Scoundrel

This criminal occupation includes conmen, cat burglars, bank robbers, and other career criminals.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Disable Device, Disguise, Escape Artist, Forgery, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Combat Martial Arts.

Wealth Bonus Increase: +1.

Soldier

This occupation covers any member of any armed forces in the world, as well as various elite training units or mercenaries.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Armor Proficiency (light), or Guide.

Wealth Bonus Increase: +1.

Triad

This illicit starting occupation reveals a background from the wrong side of the law. People with this occupation are part of a venerable criminal fraternity in Hong Kong and China known as the Triad.

Prerequisite: Age 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives

a +1 competence bonus on checks using that skill.

Disable Device, Forgery, Gamble, Hide, Intimidate, Knowledge (streetwise), Move Silently.

Bonus Feat: Select one of the following: Archaic Weapons Proficiency, Brawl, or Combat Martial Arts.

Wealth Bonus Increase: +1.

ALLEGIANCES & TRUST

Trust can be an important factor in a Heroic Bloodshed game. For example, trust would play a large role between an undercover cop and the triad he's infiltrated. It would be important to maintaining his cover and can become an important story consideration as the cop develops a respect for the triads he must ultimately betray.

Trust is presented as a simple mechanic that is largely adjudicated by the Gamemaster. A hero's trust rating with members of a certain allegiance is presented as a bonus or negative depending on the amount of faith they have in the hero. When the hero joins an allegiance the Gamemaster assigns a Trust rating from -1 to +1 to the hero for dealing with that allegiance.

The hero's Trust rating will apply as a

circumstance modifier to all Bluff, Diplomacy, Gather Information and Sense Motive skill checks made when dealing with members of that allegiance. Use this bonus or negative in place of the optional +2 circumstance bonus on Charisma-based skill checks when dealing with members of the same allegiance.

The hero can gain or lose points of Trust as he performs actions that help or hinder the allegiance (or even appears to be responsible for these actions). These gains and losses are usually in increments of one point but can be larger at the Gamemaster's discretion. Some examples of ways to gain or lose Trust are presented below.

The Gamemaster can assign a threshold (usually around +3 and -3) at which point the hero will be completely trusted by the allegiance or will completely lose his standing in the allegiance. These thresholds can vary from allegiance to allegiance, for example they may differ between the cops and Triads in the case of an undercover cop trying to do his job while grappling with his loyalty to both sides.

Once a hero is accepted by the allegiance his Trust rating ceases to be applicable as the members of the allegiance start taking the hero's presence for granted and stop scrutinizing

GAINING TRUST

Executing a member of a rival allegiance. A reformed Triad is asked to prove his loyalty to his new gang by shooting a cop, who happens to be his younger brother.

Risking your life to further allegiance goals. An undercover cop risks exposure and death by transmitting the location of a Triad's cache of drugs to his police superiors.

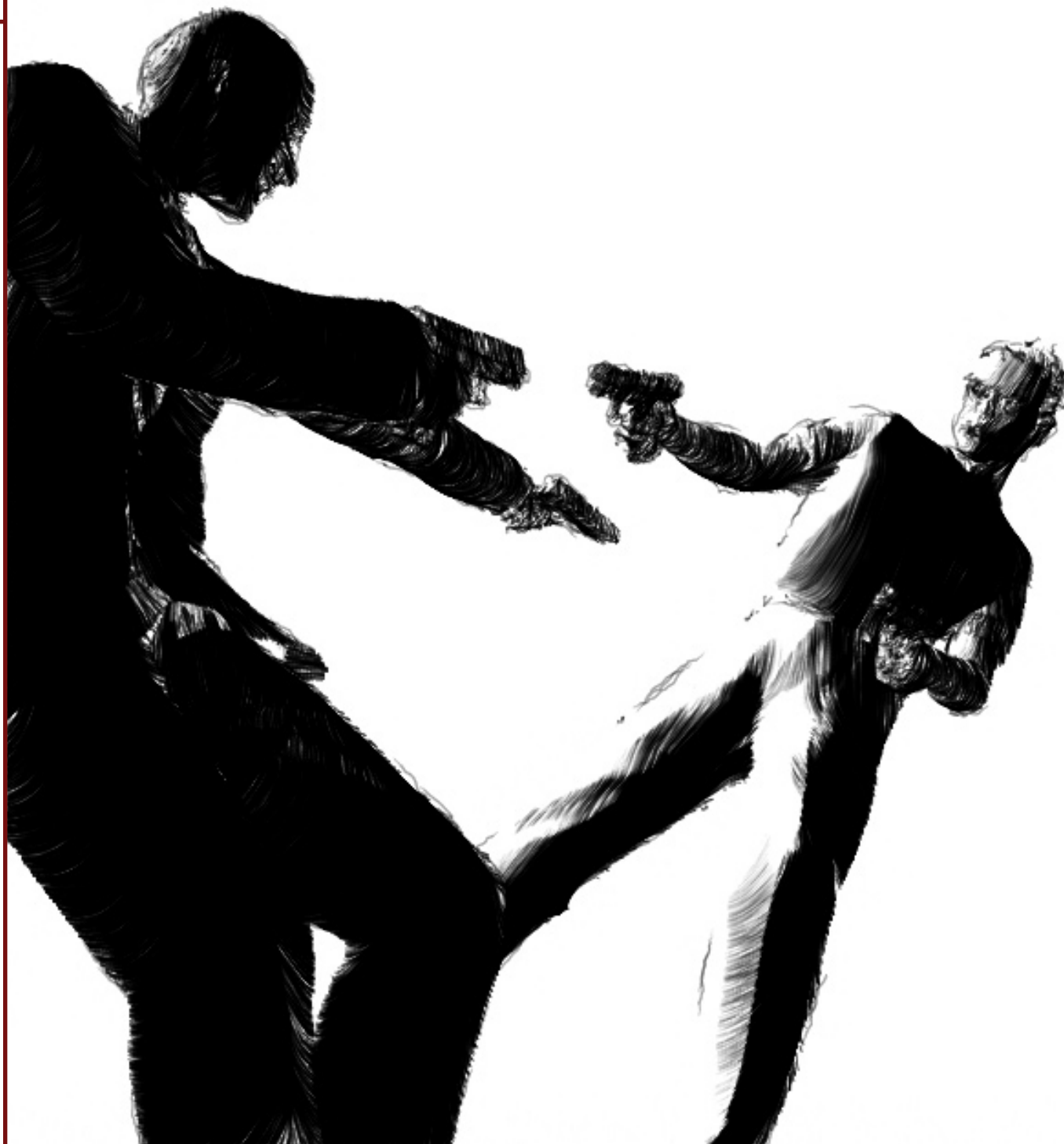
Risking your life or freedom for an allegiance member. A young Triad risks capture by the police to help his wounded "big brother".

LOSING TRUST

Hindering the allegiance's goals. An undercover cop endangers his standing with his police superiors by warning the Triad he's infiltrated about an impending police raid.

Forsaking an allegiance member. A Triad leaves his "big brother" behind after police wound him.

Disobeying an allegiance directive. A Triad fails to perform an assassination of a rival gang member after realizing the target is his long lost father.



the hero's actions. At this point the hero can default to using the +2 circumstance bonus to Charisma-based skill checks when dealing with members of this allegiance.

If a hero loses his standing with the allegiance the effects of that will be largely story-based. The hero's ending negative Trust rating can be used as a circumstance modifier for any

Charisma-based skill checks when dealing with the allegiance in the future.

Example: Joe Cheng, an undercover OCTB officer, joins a group of hard-bitten Triad bank robbers. The Gamemaster determines that Joe has been given a solid cover and is introduced to the gang by a trusted Triad, who is also an OCTB informant, so he sets Joe's initial trust level

with the gang at +1. Joe's first job with the gang involves a bank job that ends with a vicious shootout with police. Joe gains an additional +1 to his Trust rating with the gang. Joe is then confronted with the prospect of killing a witness to their crime, who just happens to be Joe's former girlfriend. He refuses and the gang is identified in the papers the next day. The Gamemaster applies a -2 to Joe's Trust rating, lowering it to 0 and Joe's standing in the gang is on shaky ground.

ACTION POINTS

Heroes in *Heroic Bloodshed* gain action points as per the Modern SRD. However there are a few additional uses for those action points.

Dodging: Spend 1 action point as a free action on your turn in the initiative order to gain a +4 dodge bonus to Defense until the start of your next turn.

Gain Feat: Spend 1 action point and gain the benefits of a feat for one round which you meet all prerequisites to.

Recover: Spend 1 action point as a free action to remove a fatigued or stunned condition.

Temporary Hit Points: Spend 1 action point to gain temporary hit points equal to 4 + the action point dice you normally roll for improving a d20 roll. These temporary hit points last until the end of the combat.

Trained Skill: Spend 1 action point on your turn to make a skill check with a trained only skill as if it could be used untrained.

FEATS

The following feats can be made available to any class in a *Heroic Bloodshed* game at the GM's discretion. These feats help provide more opportunities for the stylized violence found in the heroic bloodshed genre.

Autofire, Improved

You lay down withering barrages of autofire with deadly precision.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When you use autofire, the DC for the Reflex save is increased by +5.

Normal: When you use autofire, every creature within the targeted 10-foot by 10-foot area must make a Reflex save (DC 15) to avoid being hit.

Bull's Eye

Your attacks with ranged weapons are especially deadly.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you threaten a critical hit with a ranged weapon, you may spend 1 action point to automatically confirm the critical.

Burst Fire, Improved

You can fire two shorts burst with an automatic weapon.

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency, Burst Fire, base attack bonus +3.

Benefit: When using an automatic firearm with at least ten bullets loaded, you may fire two short burst as a single attack against a single target. You receive a -6 penalty on the attack roll, but deals +3 dice of damage.

Firing two bursts expends 10 bullets and can only be done if the weapon has ten bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing two bursts expends six bullets instead of ten and can be used if the weapon has only six bullets in it.

Carnival Of Carnage

You're not outnumbered – it's a target rich environment!

Prerequisites: Dex 13, Point Blank Shot, Dou-

ble Tap, Power Shot, base attack bonus +3.

Benefit: If one of your ranged attacks on a target within 1 range increment reduces an opponent's wound points to 0 or below, dropping the opponent, after resolving that action you may immediately make a single ranged attack against another opponent within 1 range increment. The extra attack is made using the same weapon, with the same bonuses, as the attack that dropped the previous opponent. This feat may only be used once per round.

Carnival Of Carnage, Improved

When you open up on your foes, it's a thing of beauty.

Prerequisites: Dex 13, Point Blank Shot, Double Tap, Power Shot, Carnival of Carnage, base attack bonus +3.

Benefit: As Carnival of Carnage, except that it can be used any number of times per round.

Carnival Of Carnage, Advanced

You can wade through your foes by the truckload.

Prerequisites: Dex 15, Point Blank Shot, Double Tap, Power Shot, Carnival of Carnage, Improved Carnival of Carnage, base attack bonus +6.

Benefit: As Improved Carnival of Carnage, except that you may take one 5-foot step before each extra attack. You may not exceed half your speed during the action.

Carnival Of Carnage, Supreme

You can run and you can gun, and your foes will fall in your wake.

Prerequisites: Dex 15, Point Blank Shot, Double Tap, Power Shot, Carnival of Carnage, Improved Carnival of Carnage, Advanced Carnival of Carnage, base attack bonus +9.

Benefit: As Advanced Carnival of Carnage, except that you may move 15 feet before each extra attack. You may not exceed your speed during the action.

Code of Honor

You have a sterling reputation among the members of a particular organization or group.

Prerequisites: At least one allegiance.

Benefit: Select one allegiance your character already has formed. You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with characters who have the same allegiance. You gain a -4 circumstance penalty on these same checks when dealing with characters who have the opposed allegiance.

Special: You may take this feat multiple times; each time it applies to a different allegiance.

Dead Aim, Improved

Your skill with ranged weapons is unmatched

Prerequisites: Wisdom 13, Point Blank Shot, Far Shot, Dead Aim.

Benefit: The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

Dead Shot

You can hit your opponent's vital areas with a well-placed shot.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: You may make a single attack with a firearm as a full-round action and add your level to any damage inflicted by that attack. The damage is multiplied for a critical as usual.

Special: Creatures that aren't subject to critical hits do not suffer the additional damage caused by Dead Shot.

Dodge, Improved

You excel at dodging attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +2 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with



each other, unlike most other types of bonuses.

Dodge, Advanced

Your skill at dodging attacks is preternatural.

Prerequisites: Dexterity 13, Dodge, Improved Dodge.

Benefit: Your skill with the Dodge feat improves such that you now receive a +3 dodge bonus to Defense against subsequent attacks from your chosen opponent.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Dodge, Supreme

Your skill at dodging attacks is such that you can avoid multiple attackers at once.

Prerequisites: Dexterity 13, Dodge, Improved Dodge, Advanced Dodge.

Benefit: When using your Dodge feat, you may now designate more than one opponent (you must still be aware of each opponent you designate). You have a total of +4 dodge bonus that can be divided between the different opponents you designate. You may choose to have +4 against a single opponent, +2 against two separate opponents, +1 against four separate opponents, or any other combination you prefer. You can select new opponents or reallocate your dodge bonus on any action.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Far Shot, Improved

You excel at firing at increased range.

Prerequisites: Far Shot, base attack bonus +3.

Benefit: When you use a firearm of archaic ranged weapon, its range increment is doubled (multiply by 2). When you throw a weapon, its range increment is tripled.

Guns Akimbo

You are skilled at delivering massive firearms at-

tacks while on the move.

Prerequisites: Shot on the Run, Two-Weapon Fighting.

Benefit: If you have two ranged weapons, as an attack action you may make one attack with each weapon. In addition to the penalties you normally suffer for attacking with two weapons, you suffer an additional -2 penalty on each attack.

Normal: Attacking with two weapons is a full attack and requires a full action.

Hail of Bullets

Your quick trigger finger can unleash a rain of death.

Prerequisites: Point Blank Shot, Double Tap, base attack bonus +6.

Benefit: You can use semiautomatic firearms as if they are automatic firearms. You can make autofire attacks and use feats that require firearms with automatic settings, such as Burst Fire. You must meet all other requirements for these attacks (such as having 10 bullets in the weapon to use autofire).

Hard-Eyed

With a gun in your hand, you have an especially dangerous aspect.

Prerequisites: Charisma 13, Intimidate 4 ranks.

Benefit: You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

Normal: Circumstances such as holding a gun on a flatfooted opponent normally grant a +2 circumstance bonus.

High Ready

Like a SDU officer, you are accustomed to mov-

ing with your gun at the ready, shifting you aim with your sight.

Prerequisite: Dexterity 13+, Reactive Shooter.

Benefit: You can use the Reactive Shooter feat with a Large weapon. To do so you must first you must have stated you are at the high ready position (on your feet, with you weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.

Improvised Weapons

You are a walking disaster area. Anything you touch is likely to be used in a fight.

Prerequisite: Brawl.

Effect: You may use any improvised weapon with no penalty to hit. You must still learn how to use items *designed* as weapons in the normal way.

Instinctive Shot

You can take a shot even when surprised.

Prerequisites: Wisdom 13, Alertness.

Benefit: When you have a pistol in hand and ready, you can take a partial action to fire even if surprised. However, the target is treated as having total concealment (50% miss chance).

Jump Up

You are able to quickly regain your feet after a fall.

Prerequisites: Dexterity 13.

Benefit: You can stand up from prone as a free action.

Normal: Without this feat, it takes a move action to stand up from prone.

Marksman

You are skilled at long-distance accuracy with one weapon.

Prerequisites: Weapon Focus for the selected ranged weapon, Spot 5+.

Benefit: You may use up to one-half your Spot skill (round down) to offset attack penalties due to range with one ranged weapon.

Special: You can gain this feat multiple times.

Each time you take this feat, you must select a different weapon.

Power Shot

You can take flamboyant shots that are especially lethal.

Prerequisites: Dex 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Quick Healer

Your wounds heal faster than normal.

Prerequisites: Constitution 13.

Benefit: When you recover hit points as a result of natural healing (but not surgical or other types of healing), you recover twice the normal number of points.

Reactive Shooter

You react instantly with a firearm.

Prerequisite: Dexterity 13.

Benefit: If you have a Medium-sized or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but you make this attack with a -5 penalty on the attack.

You are still considered flat-footed during the surprise round.

Normal: If you are surprised at the beginning of combat, you cannot take any actions during the surprise round.

Sniper

You are skilled at making kill shots with a selected firearm.

Prerequisites: Marksman for the selected ranged weapon, Dex 15+.

Benefit: You deal +2 extra dice of damage when attacking a flat-footed or surprised target, and on critical hits, when you are suffering no range penalties.

Special: You can gain this feat multiple times. Each time you take this feat, you must select a different weapon.

Stand Your Ground

You are skilled at holding your position, even in the face of overwhelming odds.

Prerequisites: Advanced Firearms Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

Benefit: Whenever you benefit from cover while firing a ranged weapon, the Defense bonus provided by cover is increased by +4. Additionally, you threaten an additional 10 feet beyond your cover, allowing you to make attacks of opportunity against anyone within that range. However, you may only use a ranged weapon to make attacks of opportunity within that threatened space, even if you are also armed with a melee weapon. **Normal:** You may not make attacks of opportunity with a ranged weapon.

The Look

Whether it's devilishly handsome good looks, a laugh that melts hearts, all the right curves, or a smile that makes people weak in the knees, you're got what it takes to make anyone with the right sexual orientation stop and give you the eye.

Prerequisites: Charisma 13.

Benefit: You gain a +1 bonus to all Charisma-based skills when dealing with anyone of the appropriate sexual orientation.

To the Hilt

You're willing to take it in order to dish it out.

Prerequisites: Base attack bonus +5 or higher.

Benefit: At the end of each round, you may target one opponent within line of sight you attacked that round who also attacked you

that round (whether either of the attacks were successful or not). Both you and that opponent then gain a single attack against each other as a free action. These attacks are resolved simultaneously.

Two-Fisted Reload

You are adept at loading two guns at the same time.

Prerequisites: Quick Reload.

Benefit: You can reload two firearms with already filled box magazines or speed loaders as a free action. Reloading two revolvers without speed loaders, or reloading any firearms with internal magazines, is a move action.

Normal: Reloading a single firearm with an already filled box magazine or speed loader is a move action. Reloading a single revolver without a speed loader, or reloading any single firearm with an internal magazine, is a full-round action.

Weapon Focus, Improved

You are even better with your selected weapon.

Prerequisites: Weapon Focus for selected weapon, base attack bonus +3 or higher.

Benefit: You gain a +2 bonus to all damage rolls when using the selected weapon.

Special: You can gain this feat multiple times. Each time you take this feat, you must select a different weapon.

Weapon Focus, Advanced

You are exceptional with your selected weapon.

Prerequisites: Improved Weapon Focus for selected weapon, base attack bonus +6 or higher.

Benefit: Your bonuses from Weapon Focus and Improved Weapon Focus are increased to +2 to attack rolls and +3 to damage when using the selected weapon.

Special: You can gain this feat multiple times. Each time you take this feat, you must select a different weapon.

Zen Focus

You can sense the approximate location of foes with being able to see them.

Prerequisites: Wis 13+

Benefit: When attacking an opponent with a ranged attack, reduce concealment bonuses to your target's Defense by half (rounding down).

Zen Shot

You have the uncanny ability to precisely track your enemies when firing at them.

Prerequisites: Zen Focus, base attack bonus +4.

Benefit: When attacking an opponent with a ranged attack, ignore concealment bonuses to your target's Defense.

HEROIC BLOODSHED: THE BASICS

Words, Pics, & Layout

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