



GUNSLINGERS UNCHAINED



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Gunslingers Unchained is compatible with the Porphyra Campaign Setting and the Porphyra Wiki located at:
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*“I do not aim with my hand; he who aims with his hand has forgotten the face of his father.
I aim with my eye.*

*I do not shoot with my hand; he who shoots with his hand has forgotten the face of his father.
I shoot with my mind.*

*I do not kill with my gun; he who kills with his gun has forgotten the face of his father.
I kill with my heart.”*

- The Gunslinger, Steven King

Choice of character class is one of the most important parts of creating a character, and the gunslinger class is a popular and interesting one, but not without its strict limitations. This document presents a new take on the existing gunslinger class, which has been redesigned to improve the ease of use and power relative to other classes. The unchained gunslinger is presented to be more adaptable, flexible, and fun for those who haven't played a gunslinger before, as well as a new experience for those who know and love the original class. As an adventurer who relies on a specific machine (a firearm) for his livelihood, the unchained gunslinger depends upon his wits more than his guts, and develops other machines (contraptions) to get ahead in the world! Also included are three new archetypes for the unchained gunslinger class, specifically designed for the unchained gunslinger, using new and exciting rules from new sources. Additionally, four new feats designed specifically for the unchained gunslinger are presented here for use.

Alignment: Any

Hit Dice: d10

CLASS SKILLS

The gunslinger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Unchained Gunslinger

Level	BAB	Fort	Reflex	Will	Class Features
1	+1	+0	+2	+2	Deed, contraption, grit, gunsmith
2	+2	+0	+3	+3	Contraption
3	+3	+1	+3	+3	Deed, bonus feat
4	+4	+1	+4	+4	Gun training 1
5	+5	+1	+4	+4	Deed
6	+6/+1	+2	+5	+5	Contraption, bonus feat
7	+7/+2	+2	+5	+5	Deed
8	+8/+3	+2	+6	+6	Gun training 2
9	+9/+4	+3	+6	+6	Deed, bonus feat
10	+10/+5	+3	+7	+7	Contraption
11	+11/+6/+1	+3	+7	+7	Deed
12	+12/+7/+2	+4	+8	+8	Gun training 3, bonus feat
13	+13/+8/+3	+4	+8	+8	Deed
14	+14/+9/+4	+4	+9	+9	Contraption
15	+15/+10/+5	+5	+9	+9	Deed, bonus feat
16	+16/+11/+6/+1	+5	+10	+10	Gun training 4
17	+17/+12/+7/+2	+5	+10	+10	Deed
18	+18/+13/+8/+3	+6	+11	+11	Contraption, bonus feat
19	+19/+14/+9/+4	+6	+11	+11	Deed
20	+20/+15/+10/+5	+6	+12	+12	True Grit

CLASS FEATURES

The following are the class features of the gunslinger.

Weapon and Armor Proficiencies: Gunslingers are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor, but not with shields.

Gunsmith (Ex): At 1st level, a gunslinger gains one of the following firearms of his choice: blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his 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 gunslinger also gains Gunsmithing as a bonus feat.

The gunslinger must maintain his firearm, even if it is not his originally, each morning. This can be done at the same time he replenishes his contraptions. The gunslinger must spend 10 minutes using a gunsmith's kit in order to maintain his Gun Training bonuses.

Grit (Ex): A gunslinger makes his mark upon the world with daring deeds. Some 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 gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to his gunslinger level + Intelligence modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than gunslinger level + Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways:

- **Killing Blow with a Firearm:** When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, he regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit. The gunslinger may only refund one grit point per round using this ability.
- **Critical Hit with a Firearm:** When the gunslinger confirms a critical hit against a creature he regains 1 grit point. This creature must have hit dice equal to at least the Gunslinger's character level, or the gunslinger does not regain any grit. The gunslinger may only refund one grit point per round using this ability.

Deeds (Ex): As the gunslinger gains levels he learns new ways to use his guns and grit. Starting at first level and every two levels thereafter the gunslinger gains a deed from the following list. The gunslinger may use the active portion of his deed by spending grit points. The passive portion of a deed always applies as long as the gunslinger has at least one grit point. Unless otherwise stated deeds do not provoke an attack of opportunity.

Trick Shots: Some deed's active abilities are referred to as Trick Shots. Trick shots are activated as part of a full attack as a free action, replacing one of the iterative attacks in the full attack with a trick shot, the gunslinger may choose which of his iterative attacks to replace if they have more than one. A gunslinger may only use one trick shot per full attack. Trick shots are indicated with the (T) notation.

Advanced Training (Ex)

Active: The gunslinger select two skills, and one of these skills may be a skill that is not a class skill for gunslingers; if it is not it becomes one. By spending a grit point the gunslinger gains the Skill Unlock for the next application of one of the selected skills.

Passive: When performing a skill check with one of the gunslingers selected skills he rolls an additional d4, and adds it to the total. If he rolls max on this d4 he may roll it again and add both numbers to the total. He may continue to reroll to a maximum number of times equal to his Intelligence modifier (minimum 1). At 7th level this increases by 1 to 2d4, and increases every 6 levels thereafter to a maximum of 4d4 at 19th level.

Cheat Death (Ex)

Active: Whenever the gunslinger is reduced to 0 or fewer hit points, he may spend four grit points to instead be reduced to 1 hit point. He may only benefit from this ability once per round.

Passive: The Gunslinger gains a bonus a +2 bonus on Fortitude saving throws to stabilize. This increases to +4 at 11th level, and +6 at 19th level.

Concussion Round (Ex, T)

Prerequisite(s): The gunslinger must be at least 5th level to select this Deed.

Active: The gunslinger fires a concussion round that strikes with a deafening crack. If it strikes an enemy they must make a Fortitude save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be deafened for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and ad 17th level it increases to 3d4 rounds. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him deaf. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level).

Concussive Bang (Ex)

Active: The gunslinger may, by spending a grit point and firing a shot as a standard action, create a concussive bang. All creatures within 10ft of the gunslinger must make a Fortitude saving throw, equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier, or take $1d6 + 1$ sonic damage per gunslinger level and be deafened for 1d4 rounds. A successful Fortitude save halves the damage and negates the deafened condition. The radius of this explosion increases to 20ft at 9th level, and at 30ft at 17th level. At 11th level the duration increases to 2d4 rounds. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains energy resistance [Sonic] 2, this increases by 2 at 5th level and every four levels thereafter to a maximum of 10 at 17th level.

Confusing Shot (Ex, T)

Active: The gunslinger fires a shot, with spiraling patterns carved into the leaden bullet. If it strikes an enemy they must make a Will save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be fascinated. At 9th level the gunslinger in addition renders the target stunned for 2d4 rounds, this duration increases to 3d4 rounds at 17th level. At 11th level the gunslinger has the option to instead inflict confusion as per the (i)confusion spell, using his gunslinger level as his caster level for effects besides duration, but if he does the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less 1d4). If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus spell effects that would render the gunslinger fascinated. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this also applies to effects that would render the gunslinger confused.

Dazzling Flare (Ex)

Active: The gunslinger may fire a shot as a flare, directly upwards as a standard action. It raises the light level within 50ft to that of bright light and any creature within the light must make a Reflex saving throw equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier for be dazzled for 1d4 rounds. The gunslinger may instead fire the flare at a target at his normal range increment against touch AC. It deals normal damage and the target must make a Reflex saving throw equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or catch on fire for 1d4 rounds. This fire deals 1d4 points of fire damage each round

(this increases to 2d4 at 5th level, and every 4 levels thereafter to a maximum of 5d4 at 17th level), though the target may attempt a saving throw each round to put out the fire at the beginning of his turn, spending a full round action rolling on the ground to put himself out. The duration of these effects increase to 2d4 at 9th level and 3d4 and 17th level. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Intelligence modifier (minimum 1). The range of the light increases to 100ft at 7th level, 150ft at 13th level and 200ft at 19th level.

Passive: The gunslinger gains energy resistance [Fire] 2, this increases by 2 at 5th level and every four levels thereafter to a maximum of 10 at 17th level.

Deadeye (Ex)

Active: The gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond his firearm's first range increment by spending a grit point. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when he performs this deed.

Passive: The range increment of a firearm the gunslinger wields is increased by 10ft. It increases by a further 10ft at 11th level.

Disorienting Round (Ex, T)

Active: The Gunslinger fires a round that whistles through the air, leaving whoever it strikes with a head pounding echo. If it strikes an enemy they must have a will save equal to $10 + \frac{1}{2}$ the gunslingers level + his Int modifier or be shaken for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4. At 11th level the gunslinger has the option to instead inflict frightened, but if he does the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less 1d4). If the Gunslinger rolls max on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Intelligence modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him shaken. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this bonus also applies against effects that would make him frightened.

Duck for Cover (Ex)

Active: The gunslinger may spend two grit points as an immediate action when he attempts a Reflex saving throw; if he does so he may roll twice, tak-

ing the higher. An adjacent ally may choose to use the lower of the two rolls in place of their Reflex save. This 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.

Passive: The gunslinger gains the benefit of the Evasion rogue class feature.

Everyone Down! (Ex)

Prerequisites: 11th level, Duck for Cover

Active: The gunslinger may spend two grit points as an immediate action when he attempts a Reflex saving throw, if he does so he may roll twice, taking the higher. A single ally within 30 feet may use the lower of the two rolls in place of their saving throw. This 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.

Passive: The gunslinger gains the benefits of the improved evasion class ability (see the rogue in the SRD for more details).

Flash Round (Ex, T)

Active: The gunslinger fires a round full of metal powder that flashes brightly as it strikes, disrupting the target's senses. If it strikes an enemy they must make a Will save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be dazzled for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4. At 11th level the gunslinger has the option to instead inflict the dazed condition, but if he does the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less 1d4). If the gunslinger rolls the max on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him dazzled. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this bonus also applies against effects that would make him dazed.

Fluorescent Round (Ex, T)

Active: The gunslinger fires a round packed full of concentrated fire beetle oil. When it strikes the enemy it begins to glow with a bright light, increasing the light level around the creature by two steps within 30 feet, and by one step within 60 feet.

Passive: The gunslinger gains low light vision; if he already has low light vision he gain darkvision 60ft. If the gunslinger already has darkvision of 60ft

or more it increases by an additional 60 ft.

Forceful Shot (Ex, T)

Active: The gunslinger fires a shot that barrels the enemy over, sending him reeling to the floor. If it strikes an enemy they must make a Reflex save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be prone. At 9th level the gunslinger additionally renders the target stunned for 1d4 rounds, this duration increases to 2d4 rounds at 17th level. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on CMD against trip or other effects that would knock him prone. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level).

Gambler's Confidence (Ex)

Prerequisite(s): The gunslinger must be 6th level to select this deed.

Active: Each shot sends the gunslinger forward towards victory. The gunslinger at the beginning of his turn may spend a grit point to wager how many attacks he will hit this turn (minimum 2). The number of grit points must be equal to the number of wagered attacks. If the gunslinger hits a number of attack equal to or greater than the wagered grit points he gains a bonus to damage in d4s equal to the number of grit points wagered on each shot for the following round. For instance if he wagered two grit points, and hit three shots, he would gain 2d4 in bonus damage the following round. If the gunslinger hits less than the number of attacks he loses double that number of grit points (reducing the gunslinger to a minimum of zero) and receives a penalty to damage equal to the number of wagered grit points.

Passive: On any round the gunslinger hits at least two attacks he gains a +1 bonus to attack on each attack after the second. This bonus increases to +2 at 9th level and +3 at 17th level.

Gel Round (Ex, T)

Active: The gunslinger fires a hollow ball filled with an expanding gel that covers the target and hardens in an instant. If it strikes an enemy they must make a Reflex save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be entangled for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4 rounds. At 11th level the gunslinger has the option to inflict the pinned condition, but if he does, the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less

1d4). If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him entangled. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this bonus also applies against effects that would make him pinned.

Gut-shot Round (Ex, T)

Active: The gunslinger fires a round striking the enemy in a vital location, sapping his energy. If it strikes an enemy they must make a Fortitude save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be fatigued for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4. At 11th level the gunslinger has the option to instead inflict the exhausted condition, but if he does the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less 1d4). If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him fatigued. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this bonus also applies against effects that would make him exhausted.

Hanging On (Ex)

Active: The gunslinger may spend two grit points as an immediate action before attempting a saving throw, if he does he rolls two d20s and takes the higher of the two. This 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.

Passive: Each morning the gunslinger chooses a saving throw (Fortitude, Reflex, Will), and gains an insight bonus to that saving throw equal to his Int modifier. By spending ten minutes concentrating and training with his guns he may change the saving throw he is gaining a bonus to.

Lightning Reload (Ex)

Active: The gunslinger may spend one grit point to reload his gun at supernatural speeds, his hands a blur. On a round he spends a grit point he reduces the time required to reload a firearm by one step, to a minimum of a free action.



Passive: As long as the gunslinger has at least 1 grit point, he can reload a single barrel of a one-handed or two-handed firearm as a move action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge, he can reload a single barrel of the firearm as a swift action each round instead. If using both, this becomes a free action. Furthermore, using this deed does not provoke attacks of opportunity.

Nimble (Ex)

Active: The gunslinger may, as a move action or as part of a move action, spend a grit point to become more difficult to hit. He gains an additional +2 dodge bonus to AC until the beginning of his next turn. This bonus increases to +4 at 11th level. Anything that causes the gunslinger to lose his Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus.

Passive: The gunslinger gains a +1 dodge bonus to AC, this bonus increases to +2 at 5th level and every 4 levels thereafter to a maximum of +5 at 17th level. Anything that causes the gunslinger to lose his Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. The gunslinger must be wearing light or no armor to benefit from this ability.

Noxious Discharge (Ex)

Active: The gunslinger clears his gun-barrel explosively as a standard action, sending forth built-up grime and fumes. This forms a 10ft cone in front of the gunslinger. Any creature in this cone must make a Reflex saving throw, equal to $10 + \frac{1}{2}$ the gunslinger's level + his Intelligence modifier or take $1d6 + 1$ acid damage per gunslinger level and be blinded for $1d4$ rounds. This cone increases to 20ft at 9th level and 30ft at 17th level. At 11th level the duration increases to $2d4$ rounds. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Intelligence modifier (minimum 1).

Passive: The gunslinger is able to avoid airborne irritants and contaminants. If he succeeds on a saving throw against a breathing based attack (ex: (i) cloudkill) that saves for a partial effect he instead takes no ill effect.

Pepper Pot (Ex, T)

Prerequisite(s): The gunslinger must be at least 11th level to select this Deed.

Active: The gunslinger loads a hollow round into his gun, full of ground glass and potent pepper. If it strikes an enemy they must have a fortitude save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be blinded for $2d4$ rounds. At 17th level it increases to $3d4$ rounds. If the gunslinger rolls

max on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Intelligence modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him blind or cause acid damage. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level).

Pistol Whip (Ex)

Active: The gunslinger counterattacks an attacking foe with the butt of his gun, knocking them off balance. The gunslinger may, when he is attacked, spend a grit point as an immediate action. If the attack misses the gunslinger he may make a melee attack roll at his highest base attack bonus. On a successful hit the enemy is dazed for 1 round. If the attack hits the gunslinger takes a -2 penalty to AC until the beginning of his next turn.

Passive: The gunslinger may use the butt of his gun as a melee weapon. He is proficient with this weapon. One-handed firearms deal 1d6 points of bludgeoning damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2.

Quick Clear (Ex)

Active: As a move action, the gunslinger can remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, he can perform quick clear as a swift action instead of a move action.

Passive: Any firearm the gunslinger is currently wielding has its misfire chance reduced by 1, to a minimum of 0.

Quick Draw (Ex)

Active: The gunslinger may spend 2 grit points as part of his initiative check to gain an additional +2 bonus. This bonus increases to +4 at 9th level and +6 at 17th level.

Passive: The gunslinger gains a +2 bonus on initiative checks, this bonus stacks with the bonus imparted by the active portion of this deed. Furthermore, if his hands are free and unrestrained, and the firearm is not hidden, the gunslinger can draw a single firearm as part of the initiative check.

Rancid Round (Ex, T)

Active: The gunslinger fires a hollow round filled with putrid liquid that bursts as it enters the wound. If it strikes an enemy they must have a fortitude save equal to $10 + \frac{1}{2}$ the gunslinger's level + his Int modifier or be entangled for 1d4 rounds. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4. At 11th level the gunslinger has the option to instead inflict the nauseated condition, but if he does the number of rounds that is inflicted is reduced by 1d4 rounds (he rolls one less 1d4). If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 bonus on saving throws that would render him sickened. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level). At 11th level this bonus also applies against effects that would make him nauseated.

Scent Round (Ex, T)

Active: The gunslinger fires a round packed full of potent scented oils. When it strikes the enemy he is unable to hide his scent easily, decreasing the check to track him to a DC 5. The scent oil remains active for a number of hours equal to the gunslinger's level, and cannot be washed off by normal means.

Passive: The gunslinger receives a +2 bonus to track creatures by scent, this increases to +4 at 5th level and +6 at 9th level. At 13th level the gunslinger gains the Scent special ability.

Time to Leave (Ex)

Active: The gunslinger may spend one grit point as part of a move action to increase his movement speed by 10ft. At 11th level this increases by 20ft. Once you are more than 100ft from the closest hostile creature you regain 1 grit point.

Passive: The gunslinger, when taking the withdraw action, can only provoke one attack of opportunity from a creature per round, even if that creature is entitled to more attacks of opportunity.

Twisting Shot (Ex, T)

Active: The gunslinger fires a round with an off kilter internal balance that flies through the air at an irregular angle. He takes a -2 to hit, but the irregular flight of the bullet bypasses means to counter it. Activated abilities, such as Cut from the Air, Crane Wing, and Parry cannot strike a twisting shot from the air.

Passive: The gunslinger's eyesight has improved from his tracking of the irregular flight of small objects through the air. He halves the distance penalty to Perception checks he makes.

Unbalancing Shot (Ex)

Active: A gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that he would normally hit with a firearm attack. When he does, that creature becomes flat-footed for 1d4 rounds. The creature may spend a move action to collect itself and remove the flat-footed condition. At 9th level this duration increases to 2d4 rounds, and 3d4 at 17th level. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Intelligence modifier (minimum 1).

Passive: The gunslinger gains the uncanny dodge rogue class feature. At 11th level this becomes improved uncanny dodge. Both use the gunslinger's class level as his effective rogue level.

Unlucky Shot (Ex, T)

Prerequisite(s): The gunslinger must be 5th level to select this deed.

Active: The gunslinger fires a cursed bullet, with a few crude sigils carved into the lead ball. If it strikes an enemy they must make a Will save equal to 10 + ½ the gunslinger's level + his Int modifier or be cursed for 1d4 rounds as per the spell *bestow curse*, using the gunslinger's level as his caster level. At 9th level this duration increases to 2d4 rounds, and at 17th level it increases to 3d4. If the gunslinger rolls the maximum amount on any of his duration dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Int modifier (minimum 1).

Passive: The gunslinger gains a +1 luck bonus to saving throws against spell effects with the [curse] descriptor. This bonus increases to +2 at 5th level and every 4 levels thereafter (to a maximum of +5 at 17th level).

Contraptions (Ex & Su): Contraptions represent various contraptions and devices the gunslinger has learned to make. These often are alchemical and supernatural in nature, though many are purely mechanical. Each contraption has a number of uses before it must be replenished. This process takes an hour of the gunslinger mixing chemicals, replacing batteries, and winding mainsprings. The gunslinger may replenish any number of contraptions during the same hour long procedure. Each morning the gunslinger's contraptions can be replenished at the same time he maintains his weaponry. Contraptions can be replenished in any place suitable to prepare spells in.

For any contraption that recreates a spell the gunslinger uses his class level as his effective caster level, and for any spell that requires an ability check, saving throw, etc, he uses his Intelligence score as his effective casting stat. When recreating spells he need not supply focus or material components unless otherwise stated.

Advanced Earhorn (Ex): This device is worn over the ear, and picks up far more sound than normal hearing can. It allows the gunslinger to recreate (i) echolocation for a number of minutes equal to his gunslinger level. This duration may be used in one minute increments. However he takes a -4 penalty for saves against spells with the [sonic] descriptor.

Breach Explosive (Ex): This directional explosive charge is perfect for blowing out doors and locks. The explosive is an amount of malleable putty. When packed onto a door or lock the gunslinger may set it off using three full round actions, the first two to prime the explosive and the last to set it off. When the explosive goes off the gunslinger makes an Intelligence (in the place of Strength) check with a bonus equal to his gunslinger level against the break DC of the door or lock. He may take 10 on this check. Any creature within five feet of the charge when it goes off takes 1d6 bludgeoning damage, this increases by 1d6 at level 3 and every two levels thereafter to a max of 10d6 at 19th level. This damage is also applied to creatures on the other side of the door, if the break check is successful.

Damage Resistant Cream (Ex): The gunslinger has learned to make a foul smelling paste of indeterminate material that is able to make objects far more resistant to destruction. The paste may be spread onto an object, increasing its hardness by the gunslinger's level for eight hours. Multiple applications of the cream does not increase the hardness further. The gunslinger can produce enough cream to cover one Medium sized object, two Small, and so on. At 7th and every 6 levels thereafter the amount of cream he can create increases by a size category, so that at 7th level he creates enough for a Large sized object, at 13th a Huge, and 19th a Gargantuan.

Dead Man's Switch (Ex): The gunslinger may craft a vest of numerous explosives, filled with metal shavings and sharp shards. This vest can be made to be worn by numerous body types, not all necessarily human, and can fit a creature between Small and Large size. A device is attached at either the neck, wrist, or other limb to monitor the creature's heart rate. If the creature dies the bombs go off damaging all creatures and objects within 20 ft. This damage is equal to 1d6 fire and bludgeoning damage per gunslinger level. This device does not work on creatures without a heart rate, such as constructs or undead. Once the bombs are armed they can be disarmed by the gunslinger with a full round action. The Disable Device check to disarm it is equal to

15 + the gunslinger's level + his Int modifier. At 11th level the radius of the bomb damage increases to 30 ft. The Dead Man's Switch may be put onto an unwilling creature that is pinned or otherwise restrained, and requires an Escape Artist check equal to the Disable Device check to remove without detonating. The gunslinger may only have one Dead Man's Switch active at any given time. The gunslinger may attach a wire and detonator to the Dead Man's Switch, the wire is 50 ft long and may be activated with a standard action.

Ensnaring Trap (Ex): As a full round action the gunslinger can set a trap in a 5 foot square. The DC to see this trap is equal to 10+1/2 the gunslinger's level + his Int modifier. If the square is entered the trap is triggered, the creature triggering it must make a reflex save equal to 10+1/2 the gunslinger's level + his Int modifier or take 1d6+1 points of damage per gunslinger level and becomes grappled for 1d4 rounds (until the trap unwinds). A DC 25 Strength check can pry the trap open and remove the grappled condition. When setting a new trap, if this goes over the gunslinger's limit, the gunslinger must choose a current trap to become inactive. At 9th and 17th levels the gunslinger may place an additional trap at any given time.

External Frame (Ex, Prerequisites: 5th level gunslinger): The gunslinger has invented an oversized exoskeleton that can be worn over armor. When worn it allows the gunslinger to replicate (i)haste, activating the frame as a free action. The gunslinger may use this for a number of rounds per day equal to half his gunslinger level before needing to be replenished.

Horseless Carriage (Ex): This marvel of mechanical ingenuity allows the gunslinger to attach an engine to most carts, wagons, and other wheeled vehicles. This allows the vehicle to move without the need for beasts of burden. Use of the engine allows the driver to substitute Knowledge (Engineering) in place of Profession (Driver). The cart/carriage can move at 60 ft. per round and is considered to have the Run feat for the purposes of movement speed. At 5th level and every four levels thereafter this speed increases by 10 ft. to a maximum of 100 ft. per round at 17th level. The engine is powerful enough to move a Large sized land vehicle. At 7th level and every six levels thereafter the size it can move increases by one category to a maximum of Colossal at 19th level. The gunslinger may install the engine into a new vehicle by spending an hour removing it from the previous and making small modifications to the new carriage. This engine has hardness 10 and hp equal to twice the gunslinger's level, but is considered to have partial cover while installed in most vehicles. The gunslinger may only have one engine at any given time if he creates a second the first ceases to function. Replacing a horseless carriage costs 200 gp per gunslinger level and takes eight hours.

Life Finds A Way (Ex; Prerequisites: 9th level gunslinger): The gunslinger has created a device that can restart the heart of a dying creature which consists of a capacitor and two metal paddles. As long as a creature's body is intact the gunslinger may attach the paddles to its chest as a standard action and activate the device. This recreates the spell (i)breath of life. These leaves severe burns on the chest of the revived creature, dealing 1d4 points of bleed damage in addition to what is healed.

Matter Conversion Engine (Ex): This ugly grey box has a crank on one side. When filled with organic matter -everything from rotting garbage to dirt and sawdust- the box is able to compress them into rough bricks that approximate food. The machine is able to create food as if the gunslinger has used *create food and water*. However, prolonged consumption of the food bricks is not healthy. After a week of eating them a creature needs a more substantial meal, or becomes sickened for 1d4 hours after each meal. After the second week this increases to 4d4 hours after each meal. After the third week the creature is constantly nauseous and takes 1d4 Con damage per day

Mystic Lens (Su): The gunslinger has created an eyepiece that can be held over one eye. This eyepiece allows him to recreate *detect magic* for a number of minutes equal to his gunslinger level before needing to be replenished. At 5th level he may upgrade the lens to instead recreate *arcane sight*. He may use this in one minute increments.

Mystic Scanner (Su; Prerequisites: Mystic Lens, 11th level gunslinger): The gunslinger has heightened the design of the mystic lens. Now it is several handheld sheets of alchemical material. Creating this alchemical material costs 1,500 gp the first time he creates this contraption, but he need not pay this initial 1,500 gp material cost on subsequent uses. When a magic object or aura is placed between the sheets the mystic scanner recreates *analyze dweomer*. He may recreate *analyze dweomer* for a number of rounds equal to half his gunslinger level before needing to be replenished. He may use this in one round increments.

Perfect Bullet (Su; Prerequisites: 7th level gunslinger): The gunslinger may carve the name of a hated enemy into a bullet. If this bullet is used at any point against that hated foe it recreates the effects of *named bullet*. The gunslinger may only have one perfect bullet at any given time. At 13th level the gunslinger may instead recreate the effects of *greater named bullet*.

Putrid Companion (Su): The gunslinger has created a filter capable of filtering any amount of impure water, however the purpose of this filter is slightly different. When filtering an amount of foul water a small ooze gathers in the filter. The gunslinger may release this ooze upon the world simply by wringing out the filter. The creation of this ooze acts as if the gunslinger has

used the bottled ooze alchemist discovery, with a caster level equal to his gunslinger level. The initial CR of the ooze is one, and increases to 2 at 4th level and every 3 levels thereafter to a maximum of 6 at 16th level. The gunslinger may only have one bottled ooze at any given time, if he creates a new one the old is rendered inert.

Scry Resistant Cream (Ex): Though the healthiness of this leaden cream may be called into question its effectiveness cannot be. The gunslinger may rub the cream on himself, a creature, or an object to recreate the effects of *lesser nondetection* for a number of hours equal to his gunslinger level. He can create enough cream to cover one Medium sized creature or object, two Small creatures or objects, and so on, at a time. At 5th level this instead recreates *nondetection*. At 9th level the gunslinger can instead create enough paste to cover one Large creature or object, two Medium, four Small, and so on. Wearing the cream too long has inherent health risks. After 12 hours, and every twelve hours thereafter, the wearer must make a DC 15 Fortitude save or take 1 Wisdom damage. This DC increases by 1 for each subsequent 12 hour periods they are wearing the paste.

Smoking Concoction (Ex): The gunslinger can mix together several substances to create a grenade, that when thrown as a standard action begins belching out copious amounts of smoke. The weapon can be thrown up to 30ft + 5/per gunslinger level. When it lands it creates a 30 ft. wide field of smoke. At 7th level and every 6 levels thereafter the gunslinger may choose to increase the size of the smoke ring by 10 ft. to a maximum of 60 ft. at 19th level. The gunslinger may have one smoking concoction on his person at any given time. At 9th and 17th level the number of concoctions he may have increases by 1.

Snake Oil (Ex): This noxious concoction is the product of generations of careful brewing, or so the label claims. When consumed it makes the drinker violently nauseous, but is effective. When imbibed as a standard action the snake oil gives the drinker a new saving throw on one ongoing effect of their choice that allows a saving throw, even if their decision making ability is impaired (for instance by a mind-affecting spell), they may still choose. The imbiber receives a bonus to this save equal to half the gunslinger's level. The imbiber is rendered nauseous by the cure for a time equal to one tenth of the remaining duration of the effect he is attempting to cure (minimum 1 round) up to a maximum of 2 hours (permanent effects and semi-permanent effects such as diseases are always two hours). Even if he fails his new saving throw he is still rendered nauseous. A gunslinger may only have one dose of snake oil at any given time, creating a second renders the first impotent.

Spiritual Contact Device (Su; Prerequisites: 9th level gunslinger): The

gunslinger has created a device for contacting distant planes and worlds. When held to the ear a garbled and distant voice can be heard. The spiritual contact device recreates *contact other plane*, but increases the casting time to one hour as the gunslinger fiddles with the dials and receiver. Should the gunslinger incur a decrease in Int and Cha, the length of time indicated in the spell's table indicates how long the gunslinger cannot use contraptions. The spiritual contact device may only be used once before needing to be replenished.

Teleportation Apparatus (Su; Prerequisites: 9th level gunslinger): The gunslinger has managed to create a device that can slip through the small dimensional tears and travel vast distances. He is able to create a central node and waypoints. The central node weighs 100 lbs with hardness 8 and 30 hp and is roughly the size of a cartwheel. A waypoint weighs roughly 10 lbs (with hardness 6 and 15 hp) of wire and mechanisms that can be expanded to encircle a small area as a full round action. When used the waypoint teleports the occupants of the circle but is itself left at whatever location it was used. The gunslinger may use a waypoint to teleport to the central node, or the central node to a waypoint, as if using teleport. He is always considered to be Very Familiar with any location the central node is in, and carefully studied any location a waypoint is in. A gunslinger may only have one active way point at any given time, creating a second one renders the first inactive. Any given waypoint may only be used once before becoming inactive. At 11th level and every 4 levels thereafter the number of active waypoints the gunslinger may have is increased by 1, to a maximum of 4 at 19th level. At 13th level and every four levels thereafter the number of times a given waypoint may be used before burning is increased by 1 to a maximum of 3 times at 17th level. A waypoint can be created during a gunslinger's tuning. The central node however costs 200gp per gunslinger level to recreate and takes 8 hours of work.

Universal Translator (Su): The gunslinger has created a device, that when worn in the ear, translates spoken languages to his own. At 5th level this translator is refined to the point that the gunslinger may speak, and the translator repeats back his sentence in the language of his choice. This contraption requires no retuning, but if the gunslinger creates a second one the first ceases function.

Veil-Piercing Goggles (Su): These goggles have several small toggles to slot different lens in. The gunslinger chooses two of the following modes for his goggles. At 3rd level he may select the following abilities; darkvision 60 ft, see ethereal creatures, and see invisible creatures. At 5th level he may also select the ability to see a particular creature type, outlining them brightly in your

vision, and the creature type is chosen when the goggles are activated. At 9th level he may also select; the ability to see through a number of feet of stone or dirt equal to the gunslinger's level, see through a number of inches of metal up to the gunslinger level, and lifesense 60 ft. At 15th level he may also recreate (i)truesight. The gunslinger may select this contraption multiple times, each time selecting new modes. The goggles may only be used for a number of rounds equal to the gunslinger's level before having to be retreated with chemicals, this duration may be used in one round increments and be distributed over any number of modes. Changing between modes is a swift action.

Whirlybird (Ex): The gunslinger has created an advanced flying apparatus, small enough to be worn. Large wings of oil cloth beat rhythmically in time with an internal motor. This grants the gunslinger a 30 ft fly speed of poor maneuverability. At 5th level this becomes average maneuverability. At 9th level the speed upgrades to 60 ft. At 13th level this improves again to good maneuverability. At 17th level this increases to 90ft. The gunslinger may use this for a number of minutes equal to half his gunslinger level before needing to replenish it. If the gunslinger runs out of duration while in the air the whirlybird allows him to glide to the ground as if using (i)featherfall. He may use this in one minute increments. The apparatus has hardness equal to the gunslinger's level, and HP equal to 3 times his gunslinger level.

Bonus Feats (Ex): At 3rd level, and every three levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Gun Training (Ex): Starting at 4th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, the misfire value of the firearm decreases by one (minimum 0) and if she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (8th, 12th, and 16th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well. Each time the gunslinger gains a new gun training the misfire value decreases by 1 (minimum 0). Each time the gunslinger gains a new gun training she gains a +1 bonus to attack and damage to all previous firearms chosen with gun training.

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.



ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. The following unchained gunslinger archetypes are taken from fantasy and literature, using the class features as detailed in the sections above, specifically for the unchained gunslinger.

BOOTLEG ALCHEMIST

In the frontier lands where gunslingers are often the only possessors of civilized accoutrement, their knowledge of the alchemy of black powder is extended to the more general study of alchemy, to the point of being able to use most of the formulae of that adventuring class. Slipshod and jury-rigged though it may be, the alchemy of bootleg alchemists complements the simple mixtures of saltpeter and carbon, and complaints can be settled by a harsh bullet.

Bathtub Mutagen (Su): At 1st level the bootleg alchemist has learned to brew something approximating a mutagen, its effects unstable, but still functional. This acts like a mutagen of an alchemist, save for the following exceptions. Instead of a -2 penalty to the corresponding mental attribute the bootleg alchemist instead rolls a 1d4 to determine the penalty to that mental attribute. In addition when imbibed the mutagen lasts for 1d4 times 10 minutes. This increases to 2d4 at 4th, 3d4 at 10th, and 4d4 at 16th level. If max is rolled on any of the d4s the bootleg alchemist may roll it again, up to

a maximum number of times equal to his Intelligence modifier (minimum 1), adding these values to the duration.

This replaces the deed gained at 1st level and grit.

Daring Alchemist (Ex): The bootleg alchemist still qualifies for the Extra Deed feat. He may either sacrifice ten minutes in his bathtub mutagen's remaining duration, or a prepared extract slot in place of a grit point.

Bootleg Alchemy (Su): The gunslinger is not simply a master of firearms, but the subtle chemistry and mixtures required to make his guns work. At 4th level the bootleg alchemist gains a formulae book like an alchemist containing a number of formulae equal to 3 + his Int modifier. Each level beyond fourth the bootleg alchemist may add an additional formula to his book, the minimum level required to learn a formula is that formula's level multiplied by three, plus one. This means the bootleg alchemist may learn second level extracts at 7th level, third at 10th level, and 4th at 13th level. The bootleg alchemist has a number of extract slots equal to the number spell slots of a ranger of his level. The caster level of an extract the bootleg alchemist creates is equal to his character level -3.

This replaces the deeds gained at 2nd, 6th, 10th, 14th, and 18th levels.

Bootleg Discovery (Su): The bootleg alchemist has learned to enhance his mutagen. The gunslinger may select an alchemist discovery at 4th level. He may also choose the cognatogen and inspiring mutagen discovery, creating a bootleg cognatogen or inspiring mutagen, following the same rules as for a bootleg mutagen. The bootleg alchemist gains an additional discovery at 8th, 12th, and 16th levels. The bootleg alchemist qualifies for the Extra Discovery feat. In addition, the bootleg alchemist may select the following discoveries:

Distill Extract (Su): The bootleg alchemist may spend 2 hours distilling an extract into a semi-permanent consumable form. This works like the infusion discovery, except the distilled extract does not lose potency after 24 hours. The extract slot used for a distilled extract does not replenish after 24 hours and a long rest. By concentrating on a currently distilled extract the bootleg alchemist may shut it off, regaining the slot used the following day.

Gritty Mutagen (Su): When imbibing his mutagen the bootleg alchemist gains a small pool of grit points to use while it is active. The bootleg alchemist rolls 1d4 and gains that many grit points for the duration of his mutagen. These grit points disappear when the mutagen wears off.

Stabilizing Admixture (Su): The bootleg alchemist may roll an additional

2d4 when determining the duration of his bootleg mutagen, cognatogen, or inspiring mutagen.

Unstable Daring (Su): When imbibing his mutagen the bootleg alchemist gains one deed, decided upon when taking this discovery. When imbibing the mutagen the bootleg alchemist flips a coin, if it is heads he may use the deed, if not the deed is useless for that particular mutagen.

This replaces the deeds gained at 4th, 8th, 12th, and 16th levels.

True Mutagen (Su): At 20th level the bootleg alchemist gains the true mutagen alchemist grand discovery, and it follows the same rules as the normal bootleg mutagen, except that in addition, his bootleg mutagen now lasts 4d4 hours rather than 4d4 times 10 minutes. This replaces true grit.

CONSTRUCT TINKERER

An obsession with machinery and mechanisms leads many would-be gun-slingers to the profession- or calling, as the case may be, and being around metal and machines other than their trusty shooting iron can lead some gun-slingers to tinker with other, more eccentric mechanisms. Some even become their friends...

Construct Companion (Su): The construct tinkerer, at 1st level, gains the service of a mechanical companion, lovingly crafted by the tinkerer. The construct companion takes on one of the following three base forms:

Heavy-lifter

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** 2 slams (1d8); **Ability Scores** Str 16, Dex 12, Con —, Int —, Wis 12, Cha 8; **Special Qualities** blindsight 30 ft.

7th-Level Advancement: **Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** 2 slams (1d12); **Ability Scores** Str +8, Wis +2

Multi-copter

Starting Statistics: **Size** Small; **Speed** 5 ft., fly 60 ft. (good); **AC** +3 natural armor; **Attack** 2 slams (1d4); **Ability Scores** Str 8, Dex 17, Con —, Int —, Wis 12, Cha 8; **Special Qualities** blindsight 30 ft.

7th-Level Advancement: **Size** Medium; **Speed** 5 ft., fly 90 ft. (good); **AC** +2 natural armor; **Attack** 2 slams (1d6); **Ability Scores** Dex +4, Wis +2

Pseudo-hound

Starting Statistics Size: Small; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** 2 slams (1d4); **Ability Scores** Str 14, Dex 13, Con —, Int —, Wis 12, Cha 8; **Special Qualities** blindsight 30ft

7th-Level Advancement Size: Medium; **Speed** 60 ft.; **AC** +3 natural armor; **Attack** 2 slams (1d8); **Ability Scores** Str +4, Dex -2, Wis +2

This companion works like a druid's animal companion, except in the following ways; it does not gain Link or Share spells, and instead of a Bonus Trick it is upgraded by the construct tinkerer to gain a new feature. In addition the tinkerer may cast *mend* as a spell-like ability at will, but only to repair his construct companion.

Upgrades: A construct companion gains an upgrade whenever an animal companion would gain a bonus trick on the animal companion table. These upgrades are extraordinary abilities unless noted otherwise.

Afterburner: The construct may engage a mode of increased speed, temporarily increasing its base speed by 30 ft. as a swift action. This effect lasts one minute, after which the construct's speeds are reduced to 10ft for a number of rounds equal to half the length of Afterburner. This effect may be ended prematurely as a swift action. While afterburner is engaged the construct is treated as if it has the pounce special ability, and the bonus to hit for charging is increased by 2, to +4.

Auto-injector: A potion may be poured into the construct. As a standard action it may attempt to inject it into a creature, acting as if the creature has ingested the potion.

Auto-repair: The construct is able to initiate an auto-repair sequence on itself as a standard action, regaining 1d8 hit points for every 3 hit dice. It may do this once per day, plus one additional time per day for every 5 construct tinkerer levels the master possesses.

Acid Vat: The construct gains the swallow whole universal monster ability, able to swallow creatures up to one size category smaller than it. Once swallowed such creatures take 1d6 acid damage each round, this increases by 1d6 for every 5 construct tinkerer levels. A DC 20 Disable Device check undoes the latch to the chamber. Otherwise a DC 22 Strength check allows them to break out, dumping acid everywhere. This acid spreads out to cover an area 20 ft around the caster, any creature standing in it takes 1d4 damage.

Fast Acting: The construct gains a +2 bonus to Reflex saving throws. This bonus increases by +1 for every 7 levels the gunslinger possesses

Fast Movement: The base movement speed of the construct increases by 10 ft. This upgrade may be chosen twice.

Hardened Material: The construct gains a +2 bonus to Fortitude saving throws. This bonus increases by +1 for every 7 levels the gunslinger possesses.

Heavy Limbs: One of the construct's slam attacks increases by one die step. This upgrade may be selected multiple time, but the construct tinkerer must choose a different slam attack each time

Moving Barrier: The construct's material has been hardened, and as a move action a creature may take cover behind it, blocking line of effect for any effect originating on the other side of the construct, as if hiding behind a tower shield.

Numerous Arms: The construct gains an additional slam attack as a secondary natural attack. This slam attack is one die step smaller than the slam attacks it has normally. This upgrade may be taken twice.

Spitfire: The construct gains either an acid or flame breath in a 15ft cone, once chosen this may not be changed. This deals 1d6 damage per tinkerer levels. At 10th level this cone increases to 20 ft. Any creature caught in the flame must make a Reflex saving throw equal to 10 + the construct HD to take full damage, otherwise the damage is halved.

Sturdy: The construct gains a number of bonus hit points equal to double its Hit Dice, and every time it gains a hit dice there after it gains an additional 2 hit points.

This replaces the deeds gained at 1st, 5th, 9th, 13th and 17th levels.



MOTLEY GUNMAN

“Kill a man who needs killing, and sometimes others pay for it. The question is, was it worth doing it anyway? There’s always a balance, you know. Good and evil. Light and Shadow. We would not be human if there wasn’t a balance.”

-Thom Merrill, (i)The Dragon Reborn, Robert Jordan

Motley gunmen balance the light and shadow, Law and Chaos, whatever dichotomy they choose to maintain, by having two personae, one that works in full view, and one that works from the shadows, alleys and rooms of unsavory purpose. They do what needs to be done in florid fashion, putting faith in their costume that hides the more timid personality that chooses to hide in plain view.

Class Skills: Motley gunmen remove Disable Device from their list of class skills, and add Perform to their list of class skills.

Mysterious Gunman in Motley (Ex): A motley gunman gains the vigilante’s dual identity class feature at first level. The motley gunman however does not assume a particular persona when entering his vigilante identity, instead taking on the persona of the motley gunman. While in the form of the motley gunman any caster attempting to locate the motley gunman via a divination spell must make a caster level check equal to 10 + the motley gunman’s level.

Grit (Ex): This functions as the normal grit class feature except that the number of grit points the gunslinger has is based on Charisma rather than Intelligence. This alters grit.

Deeds (Ex): Deeds that would normally use the motley gunman’s Intelligence modifier instead use his Charisma modifier.

Cloak of Many Colors (Ex & Su): A motley gunman is identified by his cloak of many colors. While this need not be a cloak, it must be made of cloth and easily used to obscure his identity. A bandana, poncho, duster, or mask can also be used for this purpose. As the motley gunman increases in level he may add patches to his cloak of many colors, for these patches allow him to perform ever stranger feats. At 1st level the motley gunman selects a color for his cloak.

Crimson (Ex): The motley gunman is invigorated by the sight of blood, often his own. Whenever the motley gunman injures a creature while in the

persona of the motley gunman he may spend a grit point. If he does so he gains 1d4 temporary hit points. This increases to 2d4 at 5th level and by an additional 1d4 every 4 levels thereafter to a maximum of 5d4 at 17th level. If the motley gunman rolls the maximum amount on any of these dice he may roll them again, adding both values together. He may have a total number of rerolls up to his Charisma modifier (minimum 1). These temporary hit points do not stack with each other. The motley gunman may only benefit from this once per round.

Coal (Su): The motley gunman is one that appears and disappears at a moment's notice, sinking into the shadows. If the motley gunman stands still in an area of dim light or darker while in the persona of The Gunman for at least one round he becomes invisible. From this invisible state he may only take two actions; move and whisper, any others will break the invisibility. Moving, he may jump between pools of shadow up to 20 ft. apart as a move action or move at up to half speed. The distance he may jump increases by 10 ft at 7th level and every 6 levels thereafter to a maximum of 60 ft. at 19th level. He must make Stealth checks as normal while moving. If the motley gunman whispers, he is able to recreate the spell (i)sow thought, using his Charisma modifier to determine the save DC, except the duration is one day, rather than permanent. If at any point the motley gunman is exposed to any light above dim he becomes visible again. The motley gunman may stay invisible in this way for up to ten minutes per level per day, these ten minutes increments need not be consecutive.

Gold (Ex): The motley gunman exalts in the attention of others, a gaudy cloak of baubles and bangles clinks as he walks. Whenever the motley gunman is within 5 ft. of at least one ally he may attempt a rally by spending one grit point. The motley gunman attempts a Diplomacy check against the ally, at a flat DC of 15, if he succeeds the creature's attitude raises and he gains a +1 morale bonus to attack and damage for 1d4 rounds. This bonus increases to +2 at 7th level and every 6 levels thereafter to a maximum of +4 at 17th level.

This replaces the contraption gained at 1st level.

Many Patches (Ex): The motley gunman gains a number of patches to attach to his cloak. These patches may be selected multiple times, their bonuses stacking if they give one. The motley gunman gains a patch at second level and every 4 levels thereafter. Some patches are only available to certain motley gunmen wearing a particular colored cloak.

Bent Nail (Ex; Prerequisite: crimson cloak): The motley gunman's confidence keeps him going, seemingly impervious to blows. The Gunman may

sacrifice any number of his d4s to instead gain DR. This DR is DR X/— equal to the amount of d4s he gives up for one round. For instance if he is a 9th level motley gunman and gives up two of his d4s he gains DR 2/—, and still gains 1d4 temporary hit points.

Bloody Rag (Ex; Prerequisite: crimson cloak): The motley gunman can instead choose to have his d4s heal his hit points rather than give him temporary hit points. If the gunman is ever knocked unconscious he automatically heals a number of d4s the following round equal to his normal temp hp roll. He may only benefit from this healing once per day.

Burlap Patch (Ex; Prerequisite: crimson cloak): Increase the total number of d4s the motley gunman has access to by two. The total number he may use for any of his abilities may not exceed his normal maximum (the normal amount he could use for temp hit points for himself).

Covered Mouth (Su; Prerequisite: coal cloak, 8th level motley gunman): The motley gunman may cast *suggestion* up to three times per day as a spell-like ability, using his motley gunman level as his caster level and Charisma modifier to determine the saving throw. Using this spell-like ability does not break his invisibility.

Crescent Moon (Su; Prerequisite: coal cloak): The motley gunman gains darkvision 60 ft. In addition, he gains the ability to use *darkness* up to 3 times per day as a spell-like ability, using his motley gunman level as his caster level.

Golden Coin (Ex): The motley gunman gains a +2 luck bonus to the skill of his choice.

Grey Manor (Su; Prerequisite: coal cloak, 12th level motley gunman): The motley gunman gains the ability to use *shadow walk* up to 3 times per day as a spell-like ability, using his motley gunman level as his caster level and Charisma modifier to determine the saving throw. Using this spell-like ability does not break his invisibility.

Grinning Tart (Ex; Prerequisite: gold cloak): The motley gunman is encouraged by the eyes of his comrades. While adjacent to at least one ally he gains a +1 morale bonus to attack and damage, and on saving throws against fear effects. This increases by 1 for each ally beyond the first to a maximum of 5.

Gun Powder Stains (Ex): When performing a trick shot that allows a saving throw the motley gunman may spend an additional grit point to increase the DC of the saving throw by 2. At 11th level he may instead spend two additional grit points to increase it by 4.

Howling Barghest (Ex; Prerequisites: gold cloak, laughing goblin patch; 12th level motley gunman): The motley gunman is able to send people scurrying from him with a single blast of his gun. the gunslinger can spend 1 grit

point, shoot a firearm into the air, and affect all living creatures within a 60 ft. radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the motley gunman's level + the gunslinger's Charisma modifier.

Keg of Powder (Ex; Prerequisite: crimson cloak): The motley gunman may give up a number of his d4s to gain a morale bonus to attack and damage equal to the given up number of d4s.

Laughing Goblin (Ex; Prerequisite: gold cloak): The motley gunman is able to send people scurrying from him with a single blast of his gun. The gunslinger can spend 1 grit point, shoot a firearm into the air, making an Intimidate check against all creatures within 60 ft. that can hear the blast.

Lucky Horseshoe (Ex): The motley gunman gains a +1 luck bonus to saving throws

Open Door (Su; Prerequisite: coal cloak): The motley gunman is able to connect the tenuous shadows, slipping temporarily into the shadow plane. He now does not need line of effect to pass between shadows, he must merely have a clear idea of where he is jumping to. If the image of where he is jumping to is incorrect he fails to jump.

Pearly Smile (Ex; Prerequisite: gold cloak): The motley gunman's smile carries him far. Whenever he attempts to make a Diplomacy check to influence the attitude of a creature, either in his social or vigilante form, he is able to raise it by one additional step if he beats the DC by at least 5.

Shadowy Figure (Su; Prerequisite: coal cloak): The duration the motley gunman may stay invisible increases to one hour per level per day. In addition he now may also manipulate objects while invisible without breaking his invisibility.

Smoking Gun (Ex; Prerequisite: gold cloak): The motley gunman is able to rally allies farther away from him. The radius he can rally allies within increases to 15 ft.

Sneering Skull (Ex; Prerequisite: crimson cloak): The motley gunman can choose to gift his temporary hit points to an ally within 20 ft. rather than himself. This ally must be willing and able to see and hear the gunslinger.

This replaces the contraptions gained at 2nd, 4th, 8th, 12th, and 16th levels.

FEATS

The following feats are inclusive to the unchained gunslinger, and should be appropriate where the wording of the previously written feats would not apply

EXTRA DEED

Prerequisite(s): Deed class feature

Benefit: The gunslinger may select an extra deed.

Special: The gunslinger may select this feat multiple times, each time choosing a new deed, up to once per 10 gunslinger levels.

EXTRA CONTRAPTION

Prerequisite(s): Contraption class feature

Benefit: The gunslinger may select an extra contraption.

Special: The gunslinger may select this feat multiple times, each time choose a new contraption, up to once per 10 gunslinger levels.

EXTRA PATCH

Prerequisite(s): Many patches class feature

Benefit: The gunslinger may select an extra patch.

Special: The gunslinger may select this feat multiple times, each time choose a new patch, up to once per 10 gunslinger levels.

EXTRA UPGRADE

Prerequisite(s): Construct Companion class feature

Benefit: The gunslinger may select an extra upgrade for his construct companion.

Special: The gunslinger may select this feat multiple times, each time choose a new patch, up to once per 7 gunslinger levels.

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