

FOUR HORSEMEN PRESENT

RENEGADE

The renegade charms his enemies with a wink, so they never see him draw. Disdaining bigger or bulky weapons, the renegade prefers one quick bullet in the right spot, to a hail of unnecessary gunfire.

Renegades are bold and often boisterous, quick with a joke or exaggerated story. He holds a gunslinger's reverence for his singular pistol, which is often gained under questionable circumstances. However, the renegade puts as much stock in words as black powder. He knows that an enemy dead or a friend made is one less foe either way.

Role: A renegade is an ambush assassin, most comfortable in the battle he chooses. He generally prefers a gunfight at close range, and manipulating enemies less susceptible to a quick kill. Straight up face to face fights are seldom his style, and most renegades hold to the adage that if you aren't

cheating, you aren't trying. A renegade is just as deft in all but the haughtiest social situations, priding himself on fast-talking problems into submission.

Alignment: Any.

Hit Die: d8.

Parent Classes: Gunslinger and rogue.

Starting Wealth: 5d6 x 10 gp (average 175 gp).

CLASS SKILLS

The renegade's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

TABLE: RENEGADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Charms, gunsmith, panache, sneak attack +1d6
2 nd	+1	+0	+3	+0	Nimble +1
3 rd	+2	+1	+3	+1	Charms, sneak attack +2d6
4 th	+3	+1	+4	+1	Rogue talent
5 th	+3	+1	+4	+1	Sneak attack +3d6
6 th	+4	+2	+5	+2	Nimble +2
7 th	+5	+2	+5	+2	Charms, sneak attack +4d6
8 th	+6/+1	+2	+6	+2	Rogue talent
9 th	+6/+1	+3	+6	+3	Sneak attack +5d6
10 th	+7/+2	+3	+7	+3	Nimble +3
11 th	+8/+3	+3	+7	+3	Charms, sneak attack +6d6
12 th	+9/+4	+4	+8	+4	Rogue talent
13 th	+9/+4	+4	+8	+4	Sneak attack +7d6
14 th	+10/+5	+4	+9	+4	Nimble +4
15 th	+11/+6/+1	+5	+9	+5	Charms, sneak attack +8d6
16 th	+12/+7/+2	+5	+10	+5	Rogue talent
17 th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18 th	+13/+8/+3	+6	+11	+6	Nimble +5
19 th	+14/+9/+4	+6	+11	+6	Charms, sneak attack +10d6
20 th	+15/+10/+5	+6	+12	+6	True panache, rogue talent

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CLASS FEATURES

The following are the class features of the renegade.

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

Gunsmith: At 1st level, a renegade gains a 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 pistol can only be sold for scrap (it's worth 4d10 gp when sold). The renegade also gains Gunsmithing as a bonus feat.

Sneak Attack: If a renegade can catch an opponent when they are unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The renegade's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the renegade flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two renegade levels thereafter. Should the renegade score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a renegade can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The renegade must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A renegade cannot sneak attack while striking a creature with concealment.

Panache (Ex): More than just a lightly armored warrior, a renegade is a daring combatant. He fights with panache: a fluctuating measure of a renegade's ability to perform amazing actions in combat. At the start of each day, a renegade gains a number of panache points equal to his Charisma modifier (minimum 1). His panache goes up or down throughout the day, but usually can't exceed his Charisma modifier (minimum 1), though feats and magic items can affect this maximum. A renegade spends panache points for some renegade abilities and talents, and regains panache in the following ways.

Critical Hit with a Pistol Each time the renegade confirms a critical hit with a pistol attack while in the heat of combat, he regains 1 panache point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the renegade's character level does not restore panache.

Killing Blow with a Pistol: When the renegade reduces a creature to 0 or fewer hit points with a pistol attack while in combat, he regains 1 panache 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 renegade's character level to 0 or fewer hit points doesn't restore panache.

Grit and Panache: The gunslinger's grit and the renegade's panache represent two paths to gain access to the same heroic pool. Characters with both grit and panache class features combine the two resources into a larger pool of both grit points and panache points.

For the purposes of feat prerequisites, a character with the panache class feature satisfies the prerequisites as if he were a grit user, and vice versa. For feats, magic items, and other effects, a panache user can spend and gain panache points in place of grit points, and vice versa.

Charms (Ex): Renegades survive through a combination of confidence, luck, and wit. Renegades spend panache points to accomplish charms. Most charms grant the renegade some momentary bonus or effect, but there are some that provide longer-lasting effects. Some charms stay in effect as long as the renegade has at least 1 panache point. The following is the list of base renegade charms. A renegade can only perform charms of his level or lower. Unless otherwise noted, a charm can be performed multiple successive times, as long as the appropriate amount of panache is spent to perform the charm.

Intimidate Equipment (Ex): At 1st level, the renegade can temporarily fix a broken piece of equipment by yelling curses, hitting it, or threatening the inanimate object with bodily harm (or some combination of the three). The renegade must spend 1 panache point to perform this charm as a move-equivalent action against an adjacent or wielded piece of equipment with the broken condition. The equipment loses the broken condition for a number of rounds equal to his class level.

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Renegade's Dodge (Ex): At 1st level, the renegade gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the renegade, he can spend 1 panache point to move 5 feet as an immediate action; doing so grants the renegade a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the renegade can drop prone to gain a +4 bonus to AC against the triggering attack. The renegade can only perform this charm while wearing medium or light armor, and while carrying no more than a light load.

Renegade's Grin (Ex): At 1st level, the renegade can recover from the most glaring social gaff with a playful smile or off-color comment. If the renegade has at least 1 panache point, he gains of the following benefits.

- If a retry on a failed Bluff check to deceive someone is permitted, the skill check is made at only a -5 penalty.
- After failing a Diplomacy skill check by 5 or more, do not reduce the target creature's attitude by one step.
- If an Intimidate check is failed by 5 or more, the target does not attempt to deceive the renegade or otherwise hinder his activities.

Clever Ruse (Ex): At 3rd level, a renegade with at least 1 panache point can attempt to trick a target within 30 feet into lowering their guard. This works as the feint action, except if successful the renegade's next melee or ranged attack made against the target does not allow them to use their Dexterity bonus to AC (if any). This attack must be made on or before the renegade's next turn. The benefits of any feats or abilities that modify the feint action apply to this charm.

Pistol-Whip (Ex): At 3rd level, the renegade can make a surprise melee attack with the butt or handle of his pistol as a standard action. When he does, he is considered to be proficient with the pistol as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the pistol. The damage dealt by the pistol-whip is of the bludgeoning type, and deals 1d6 points of damage (1d4 if wielded by Small creatures). Regardless of the renegade's size, the critical multiplier of this attack is 20/x2. If the attack hits, the renegade can

make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 panache point.

Shoot First (Ex): At 3rd level, if the renegade is surprised, he can spend 1 point of panache to act in the surprise round. Spending panache in this manner is not an action, and may be done immediately in reaction to being surprised.

Renegade's Wit (Ex): At 7th level, the renegade can make enemies into fast friends with a well-timed quip. The renegade can spend 1 panache point to perform any one of the following effects.

- Perform a Diplomacy check to influence a creature's attitude as a full-round action.
- Attempt to influence a given creature's attitude with a Diplomacy check more than once in a 24-hour period.
- After making a successful Diplomacy check to improve a creature's attitude, shift the creature's attitude by one additional step (to a maximum of two steps).

Startling Shot (Ex): At 7th level, a renegade with least 1 panache point can spend a standard action to purposely miss a creature that he could normally hit with a pistol attack. When he does, that creature becomes flat-footed until the start of their next turn.

Taunt (Ex): At 7th level, a renegade can influence an enemy within 60 feet into attacking him by using biting insults. The renegade spends 1 panache point as a standard action and makes a Bluff skill check opposed by the target's Sense Motive skill check. On a successful opposed check, the target must attack the renegade using whatever weapons, spells, or abilities are at their disposal to the best of their ability without putting themselves into unnecessary danger. This is a language dependent mind-affecting effect.

Bravado (Ex): At 11th level, the renegade can spend 1 panache point as a swift action to exude supreme confidence for a number of rounds equal to 1/2 his class level. Any Sense Motive checks attempting to discern if the renegade's confidence is false automatically fail. For the duration, he counts as being larger in size than all opponents for the purposes of the Intimidate skill. He may attempt to demoralize as a move equivalent action once per turn for bravado's duration.

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Concealed Carry (Ex): At 11th level, as long as the renegade has at least 1 panache point, he can conceal one pistol perfectly as a full-round action. With a successful DC 20 Sleight of Hand skill check, the pistol is hidden and cannot be located with Perception by frisking, barring extraordinary actions (such as forcing the renegade to strip naked). This benefit applies even if the renegade is observed while concealing the pistol. Drawing the hidden weapon is a standard action that doesn't draw an attack of opportunity, or a free action if the renegade possesses the Quick Draw feat. The renegade may spend 1 panache point to conceal the pistol as a move equivalent action.

Lightning Reload (Ex): At 11th level, as long as the renegade has at least 1 panache point, he can reload a single barrel of a pistol as a swift action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this charm does not provoke attacks of opportunity.

Evasive (Ex): At 15th level, when the renegade has at least 1 panache point, he gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. He uses his renegade level as his rogue level for improved uncanny dodge.

Impertinence (Ex): At 15th level, when the renegade is affected by an enchantment or mind-affecting spell or effect and fails his saving throw, he can attempt it again as an immediate action by spending 1 panache point. He gets only this one extra chance to succeed on his saving throw.

Lucky Shot (Ex): At 15th level, the renegade may spend 1 point of panache to perform any one of the following lucky shots. Each lucky shot can be applied to any single attack with a pistol, but the renegade must declare the lucky shot he is using before firing the shot.

- *Blast Through:* The renegade ignores the target's benefits of soft, partial, or improved cover by shooting through the barrier or turning the bullet into shrapnel. If cover is provided by another creature, instead use the many birds, one bullet ability.
- *Many Birds, One Bullet:* The renegade hits all targets in a clear line of effect (similar to a line-shaped spell). Roll a single attack and

damage roll, but compare the result to each target's AC separately. The attack must both hit and damage each target in the line in order to affect the next closest target. Precision damage (such as sneak attack) affects only the first target in the line of effect.

- *Ricochet:* The renegade partially ignores the benefits of total cover by "bouncing" the bullet. The renegade must be able to draw a line to the target's square from any visible square. The renegade can then attempt to shoot the target with a 50% miss chance from concealment.

Cheat Death (Ex): At 19th level, whenever the renegade is reduced to 0 or fewer hit points, he can spend all of his remaining panache points (minimum 1) to instead be reduced to 1 hit point.

False Surrender (Ex): At 19th level, the renegade can cause entire groups to drop their guard for a few precious seconds. The renegade spends 1 panache point and disarms himself—either by concealing or dropping a held weapon and verbally surrendering. His act is so convincing he is permitted to make a feint action affecting all enemies within 30 feet. He makes a single Bluff check, comparing the result to the highest DC within the group (either 10 + base attack bonus + Wisdom modifier or 10 + Sense Motive bonus, whichever is higher). The benefits of any feats or abilities that modify the feint action apply to this charm. This is a language dependent mind-affecting effect.

Shoot Second (Ex): At 19th level, as long as the renegade has at least 1 panache point, he may take a full attack action during the surprise round.

Nimble (Ex): Starting at 2nd level, a renegade gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the renegade to lose his Dexterity bonus to AC also causes the renegade to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Rogue Talent: As a renegade gains experience, he learns a number of rogue talents that aid him and confound his foes. Starting at 4th level, a renegade gains one rogue talent. He gains an additional rogue talent for every 4 levels of renegade attained after 4th level. A renegade cannot select an individual talent

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more than once, and does not gain any advanced rogue talents. The renegade can select a dare as a gunslinger (see *Pathfinder Roleplaying Game: Advanced Class Guide*) in place of a rogue talent.

The renegade can select from among the following rogue talents: befuddling strike^{APG}, black market connections^{UC}, bleeding attack, charmer^{APG}, coax information^{APG}, convincing lie^{UC}, deft palm^{UC}, distracting attack^{APG}, fast fingers^{APG}, fast getaway^{APG}, fast picks^{APG}, fast stealth, hard to fool^{APG}, honeyed words^{APG}, ledge walker, offensive defense^{APG}, rogue crawl, slow reactions, snap shot^{APG}, sniper's eye^{APG}, strong impression^{APG}, surprise attack, and underhanded^{UC}.

True Panache (Ex): At 20th level, a renegade picks two charms that he has access to and that he must spend panache to perform. He can perform these charms for 1 panache point fewer (minimum 0) than usual. If the number of panache points to perform a

charm is reduced to 0, the renegade can perform this charm as long as he has at least 1 panache point. If a charm could already be performed as long as he had at least 1 panache point, he can now perform that charm even when he has no panache points.

RENEGADE ARCHETYPES

The following archetypes are available to renegades.

BRIGAND

Some renegades specialize in taking anything they want, counting on luck and bullets to see them through any danger. While not as charming or socially adept as other renegades, the brigand is far more deadly in a straight up conflict.



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Skill Ranks per Level: A brigand renegade gains 4 + Int modifier per level. This modifies skill ranks per level.

Gunsmith: At 1st level, a brigand renegade gains one of the following firearms of his choice: blunderbuss, musket, or pistol. This modifies gunsmith.

Charms: A brigand swaps out the following charms. The new charm descriptions include information on which charms from the renegade class feature these new charms replace. Any renegade charm specifically used with pistols can instead be used with whatever gun the brigand chose for the gunsmith ability.

Steady Hand (Ex): At 1st level, as long as the brigand renegade has at least 1 panache point, he does not provoke attacks of opportunity from using a firearm in melee combat. This replaces renegade's grin.

Gunslinger's Initiative (Ex): At 3rd level, the brigand renegade gains the gunslinger deed of the same name. This replaces clever ruse.

Targeting (Ex): At 7th level, the brigand renegade gains the gunslinger deed of the same name. This replaces renegade's wit.

Hostage (Ex): At 11th level, the brigand renegade can spend 1 point of panache and take a full-round action to ready a coup de grace. The target must be adjacent and helpless. The renegade may thereafter perform a coup de grace with a firearm as an immediate action. While maintaining the readied coup de grace the renegade must remain adjacent, and can take no actions beyond 5-ft. adjustments or speaking. This replaces concealed carry.

Menacing Shot (Ex): At 15th level, the brigand renegade gains the gunslinger deed of the same name. This replaces impertinence.

Rogue Talent: The brigand renegade can select from among the following rogue talents: assault leader^{APC}, befuddling strike^{APC}, bleeding attack, camouflage^{APC}, combat swipe^{APC}, combat trick, fast getaway^{APC}, fast picks^{APC}, fast stealth, slow reactions, snap shot^{APC}, surprise attack, terrain mastery^{UC}, and weapon training. This modifies rogue talents.

CONTRACT KILLER

Renegades are superb ambush fighters, preferring to kill enemies before they know what hit them. The contract killer takes this one step further, utilizing stealth and disguises to escape a mark's notice until it is too late.

Charms: A contract killer swaps out the following charms. The new charm descriptions include information on which charms from the renegade class feature these new charms replace.

Assassin's Instincts (Ex): At 1st level, the contract killer renegade learns to blend in unnoticed and overlooked. If the renegade has at least 1 panache point, he gains all of the following benefits.

- When making a Stealth check after observers are momentarily distracted, his Stealth skill check is made at only a -5 penalty.
- When using the Disguise skill to change his appearance and not impersonating a particular individual, suspicious observers taking a 10 on Perception rolls do so at a -5 penalty.
- Whenever an observer penetrates a Disguise or wins an opposed Sense Motive check against the renegade's Bluff skill check, he is made immediately aware.

This replaces renegade's grin.

Deadeye (Ex): At 1st level, the contract killer renegade gains the gunslinger deed of the same name. This replaces intimidate equipment.

Dead Shot (Ex): At 7th level, the contract killer renegade gains the gunslinger deed of the same name. This replaces renegade's wit.

Bleeding Wound (Ex): At 11th level, the contract killer renegade gains the gunslinger deed of the same name. This replaces bravado.

Assassin's Shot (Ex): At 15th level, the contract killer renegade may spend 1 point of panache to perform any one of the following assassin's shots. Each assassin's shot can be applied to any single attack with a pistol, but the renegade must declare the assassin's shot he is using before firing the shot.

- *Concealment:* Reduce the -20 penalty to Stealth checks to maintain an obscured location for sniping to a -10 penalty.
- *Silenced:* Make the base DC of a Perception skill check to hear the gunshot equal 5, then further modified by distance, conditions, obstructions, etc.
- *Sniper's Blind:* Make a Stealth check for sniping even if the renegade has not successfully used Stealth at least 10 feet from the target.

This replaces lucky shot.

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Death's Shot (Ex): At 19th level, the contract killer renegade gains the gunslinger deed of the same name. This replaces false surrender.

Rogue Talent: The contract killer renegade can select from among the following rogue talents: bleeding attack, combat talent, camouflage^{APC}, deft palm^{UC}, fast getaway^{APC}, fast stealth, getaway artist^{UC}, lasting poison^{APC}, ledge walker, powerful sneak^{APC}, quick disguise^{APC}, rogue crawl, slow reactions, snap shot^{APC}, sniper's eye^{APC}, surprise attack, swift poison^{APC}, and weapon training. This modifies rogue talents.

SMUGGLER

A renegade often opposes the law or uses it to his advantage, but the smuggler turns evading authorities into an art form. A master of bribery, avoidance, and distraction, the smuggler considers it a point of pride to fire his gun only rarely.

Armor Proficiency: Smuggler renegades tend to wear bulkier armor than most to better conceal things about their person. They are proficient with all light and medium armors. This modifies armor proficiency.

Charms: A smuggler swaps out the following charms. The new charm descriptions include information on which charms from the renegade class feature these new charms replace.

Smuggler's Cache (Ex): At 1st level, as long as the smuggler renegade has at least 1 panache point, he can use the Sleight of Hand skill to hide far larger objects than normal. Small objects (including light weapons or easily concealed ranged weapons) grant him a +4 bonus on his check (as extraordinarily small objects) and searchers do not gain a +4 bonus on Perception checks. He may conceal one-handed weapons using the normal rules for concealing small objects. Additionally, he can conceal larger objects not on his form using a Sleight of Hand skill check as a full-round action. To find the object, an observer must specifically search the area containing it and defeat the smuggler's Sleight of Hand check with a Perception check. The object remains hidden until moved, although the area might be moved without disrupting the object (for example if hidden on a carriage or ship). This replaces renegade's dodge.

Friends in Low Places (Ex): At 3rd level, the smuggler renegade has friends everywhere, but mostly in all the back alley slums and taverns. The smuggler can spend 1 point of panache to gain one of the following effects.

- Gather information with the Diplomacy skill in 10 minutes instead of 1d4 hours, or automatically pass a DC 10 Diplomacy check to gather information with no time taken.
- Add a bonus to Diplomacy skill checks to gather information equal to his class level.
- Use a Diplomacy check to gather information in place of any Knowledge skill check at the Knowledge check DC +5.

This replaces pistol-whip.

Black Market Broker (Ex): At 7th level, as long as the smuggler renegade has at least 1 panache point, he treats every settlement as one size category greater for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. This charm stacks the black market connections rogue talent. This replaces startling shot.

Fast Talk (Ex): At 11th level, the smuggler renegade can spend 1 panache point to make an Intimidate check to influence a creature's attitude or use the Diplomacy skill to request even a complex favor as a full-round action. This replaces lightning reload.

Smuggler's Stubbornness (Ex): At 2nd level, the smuggler renegade gains a +1 bonus on Will saves against divination, charm, and compulsion spells and effects. At 6th level, and every four levels thereafter, the bonus on Will saves increases by +1 (to a maximum of +5 at 18th level).

This replaces nimble.

Trapfinding: At 2nd level, the smuggler renegade adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A smuggler renegade can use Disable Device to disarm magic traps.

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Rogue Talent: The smuggler renegade can select from among the following rogue talents: black market connections^{UC}, camouflage^{APG}, canny observer^{APG}, charmer^{APG}, coax information^{APG}, combat swipe^{APG}, convincing lie^{UC}, cunning trigger^{APG}, esoteric scholar^{UC}, fast fingers^{APG}, fast getaway^{APG}, fast picks^{APG}, follow clues^{APG}, getaway artist^{UC}, guileful polyglot^{APG}, hard to fool^{APG}, honeyed words^{APG}, major magic, minor magic, quick disable, quick trapsmith^{APG}, strong impression^{APG}, terrain mastery^{UC}, trap spotter, and underhanded^{UC}. This modifies rogue talents.



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