

The Gunslinger

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This is a prestige class.

While the Triggerman is a staple of Hong Kong cinema, the gunslinger is a staple of American cinema. The gunslinger is a fearsome combatant, able to do things with a pistol or revolver that most agents can only do with a machine gun. Gunslingers combine bravery and gall with rapid firepower and well-aimed shots to bring a much-needed edge to a team.

Abilities: A high dexterity gives the gunslinger a steady hand, while a high constitution lets him take a lickin' and keep on tickin'.

Vitality: 1d12 plus Constitution bonus per level.

Requirements

To become a gunslinger, an agent must meet all of the following requirements.

Wisdom: 13+

Base Attack Bonus: 5+

Sense Motive: 4+ ranks

Intimidate: 8+ ranks

Feats: Coolness Under Fire, Quick Draw, Speed Trigger.

Class Skills

The gunslinger's skills and key abilities are:

Skill	Key Ability
Bluff	Cha
Concentration	Wis
Craft	Int
Driver	Dex
First Aid	Wis
Handle Animal	Cha
Innuendo	Wis
Intimidate	Str or Cha
Knowledge	Int
Listen	Wis
Read Lips	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Tumble	Dex

Skill Points at Each Additional Level: 4 + int modifier

Class Features

All of the following are class features of the gunslinger

Class Feats: The gunslinger gains the following feats at 1st level.

Armor Proficiency (Light)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Hurled)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Rifle)

Shoot first, ask questions later: Whenever the gunslinger spends an action die to add to his initiative roll, he adds the same number to his next attack roll. If this attack is successful, he also adds 1/2 that number to the damage roll. This is the gunslinger's core ability.

War Face: The gunslinger may add ½ his gunslinger class level (round up) as a competence bonus to his intimidation check when using the threaten action.

Gunslinger Tactics: At 2nd level, the gunslinger may add his gunslinger class levels as a bonus to his attack and/or damage roll, distributed as he sees fit, when using a revolver. At 7th level, the gunslinger may reload a revolver once per round as a free action, even if he doesn't have a speed-loader.

Bonus Feat: At 3rd level, the gunslinger gains a bonus ranged combat or style feat. He gains an additional bonus feat from the list every two levels thereafter. The agent must still meet all prerequisites for his chosen feat.

Uncanny Dodge: Starting at 4th level, the gunslinger gains the ability to react to danger before his senses are normally alerted to it. He retains his Dexterity bonus to Defense (if any) even when he is flat-footed or struck by an invisible attacker (although he still loses his Dexterity bonus to Defense if immobilized). At 8th level, the gunslinger may no longer be flanked, since he can react to opponents on opposite sides as easily as he can respond to a single attacker. This denies attackers with the sneak attack ability the opportunity to flank or sneak attack the gunslinger unless the attacker is at least four levels higher. This ability is identical to that possessed by the fixer, and a multi-classed agent may combine all levels of all his classes with the uncanny dodge ability to determine the ability's effectiveness.

Size up: Knowing who can be intimidated is as important as the ability to intimidate. At 4th level, the Gunslinger adds his wisdom modifier to all intimidate checks.

Crack Shot: Gunslingers are usually the first to shoot and the last to drop. At 6th level, whenever an opponent is flat-footed against his attack, the gunslinger may aim any pistol or hurled weapon (except grenades) as a free action.

Cameraderie: Fellow gunsmiths, enthusiasts and warriors seem to recognize each other, regardless of the circumstances. At 8th level, after the gunslinger makes the normal roll to influence the disposition of an NPC with 4+ ranks in either Craft (Gunsmithing) or Knowledge (Firearms), the NPC's disposition improves by 1 grade.

It wasn't working before...: Once per session, as a free action, the gunslinger may treat any firearm he is either holding or has just picked up as fully loaded and ready to fire, even if it wasn't before. The weapon must be identifiable as a weapon (i.e. the weapon can't be retrieved from a vat of acid after it's been there for a week) and all parts must be present and assembled. If the weapon was previously considered disabled (e.g. due to a misfire or broken pin) it is no longer considered disabled.

The Gunslinger

Lvl	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Budg Pts	Gadg Pts.	Special
1	+1	+1	+1	+0	+1	+1	2	0	Shoot first, ask questions later, war face
2	+2	+2	+2	+0	+2	+2	4	1	Gunslinger tactics (bonus)
3	+3	+2	+2	+1	+3	+3	6	1	Bonus feat
4	+4	+2	+2	+1	+3	+3	8	2	Uncanny dodge (dex bonus to Defense), size up
5	+5	+3	+3	+1	+4	+4	10	2	Bonus feat
6	+6	+3	+3	+2	+5	+5	12	3	Crack shot
7	+7	+4	+4	+2	+6	+6	14	3	Gunslinger tactics (Quick Reload), bonus feat
8	+8	+4	+4	+2	+6	+6	16	4	Uncanny Dodge (can't be flanked), camaraderie
9	+9	+4	+4	+3	+7	+7	18	4	Bonus feat
10	+10	+5	+5	+3	+8	+8	20	5	It wasn't working before...