

Little paper telling about one of my Pathfinder characters. This is not a class guide suggested and not even an optimized build. This is just a character I liked to play with. This is fun.

This is Yannis.

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**Name:** Yannis Ores Leon Ortega, known as YOLO

**Race:** Human

**Class:** Spellslinger

### **Little Overview on the Campaign Environment**

The world we are playing in is a steampunk like world, with steam cars and motorbikes spitting all around us. The known world is a humongous industrial city divided into districts (metallurgic, fabric, noble etc): the area of each district is huge and moving within them requires days of monorail. The inhabitants are assigned to work in the factories by the Party, the leader faction. The Party also provides people food and houses to the people who work. The ones who have no job assigned have no access to houses or food and so they leave themselves dying on the corners of the streets. Some of these homeless have visible mental disorders and they are named "Dust" by the population. The inhabitants behave indifferently in front of these homeless, since they cannot do nothing for them, and care only about not losing their jobs.

### **An oblivion: The first session**

Our party begins the adventure waking up with no memory inside a basement in the



*This is how I imagine Yannis...  
but male*

middle of a (arcane) circle. As soon as we get out we face the first time this city, with no knowledge of it. As long we take actions we recall a bit of memory (e.g. taking a sword recalls me what swords are and how to use them), but the city is completely to discover. We are assigned to be servants of a noble of this city, who gives us jobs ("quests") to do.

### **Character design and concept**

Due to this no memory thing the master asked us not to think about PG's background, jobs or whatever: so, I had to create and develop my character behavior as long the campaign was going on. The first time I saw the Spellslinger class, a few years ago, I simply loved it, but it required a special environment to play: so at the

moment our master told us this campaign was in a steampunk world with traces of magic, I had no doubts in what to play. But, looking more in depth on the Spellslinger, I realized that is a wizard's wet dream of being a renegade. Lack of familiar, cantrips, favored school (and thus no extra spell per level of that school) together with 4 opposite schools was a big sacrifice in comparison to start with a (arcane) gun and the *Mage Bullets* feat. Ok the gun attacks touch AC, but the base attack is still of the wizard and the gun shoot distance is so small (for the pistols) that you are almost melee with no armor and a d6 as hit dice. It's possible to start with a musket, but you would end up attacking once every 2 rounds.

So, am I a wizard? Not much, because I start with 1-2 spells/day and no cantrips



(infinite spells), so decreasing a lot also my off-

combat wizard's alternatives such as *Detect Magic*.

Am I gunslinger? Hell, no! Where are all the amazing *Deeds*?

So this class is a underpowered hybrid?

..Wait for it..

Yes (at least in my opinion).

The End.

Joking! Since the campaign reached high levels (at the moment 13<sup>th</sup>), I noticed that this class starts to pay out as long you have a magic gun (eg +1, +2..) and a bigger spell arsenal.

Also, I would like to suggest one thing: if you create a nice concept around your character (NOT class) you can have a lot of fun playing a gunsmith wizard! For example, Yannis found his vocation being an engineer: so, anytime I had chance I was fixing objects, trying to infuse magic inside stuff, disabling mechanic traps and hacking mechanic devices.

In my downtime I used to craft little steampunk typical objects: my first creation was a pocket watch. Since in the city the owners of factories were the only rich people with money and influence, I tried to make nobles to be my friend to help me out with my startup, the Yolo Enterprise, which is (supposed to be, actually) specialized in producing precision pieces for guns. The only noble which was really my friend died during an attack and I was accused by the police of murdering him. So Yannis is still looking for funds from nobles, since crowdfunding in this city doesn't work.

Finally, during the 9<sup>th</sup> or 10<sup>th</sup> level I finished repairing a motorbike I got (somehow) at the first levels and which I used to bring always miniaturized with me. I installed a golem mod (GM agreement) which gives the motorbike endless fuel and auto

piloting. Right now, the golem is broken because I used it as tank during a combat, charging the enemy with my autopiloting motorbike!

### That was a Mythic Adventure

Before listing my build, I would like to add an important thing: our master decided to try the Pathfinder's Mythic Adventure manual. You know it? If not, here the manual in a nutshell: it is not a manual regarding "Epic" levels (above 20<sup>th</sup>) but regarding **mythic tiers** (the term tier is used in order not to confuse them with class levels): additional levels making your character incredibly overpowered. There are a few mythic roles such as **Champion** (damage dealer), **Archmage** (arcane caster) and **Trickster** (utility): each role as long it gets tiers (max 10) it gets specific role's abilities and feats common to all roles. Their abilities can be passive or activated by expending **mythic points** (a pool common to all roles).

I chose the Archmage, because the other would be pretty much useless for my PG.

### My Character Advancement

Preface: my build wasn't intended to be optimized. I didn't make long term plans at level 1 and so I decided feats as long I was leveling up.

I am going to list my feats and the spell I used to cast.

**Opposed Schools:** Abjuration, Enchantment, Illusion and Divination

#### **Feats:**

**Lv 1:** Point-Blank Shot

**Lv 1:** Weapon Focus: Ray (changed to Improved Initiative, with GM approval)

**Lv 3:** Focused Shot

**Lv 5:** Metamagic: Empowered Spells

**Lv 5:** Spell Penetration

**Lv 7:** Spell Penetration, Greater

**Lv 9:** Spell Focus: Evocation

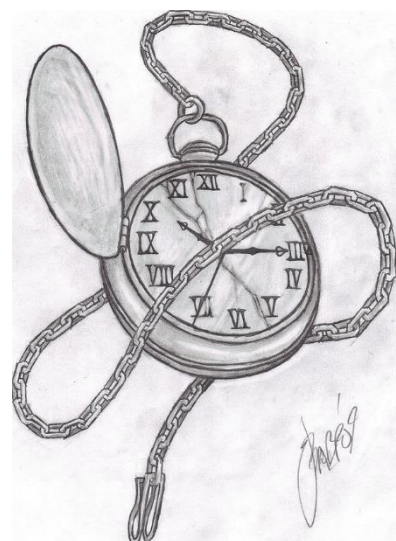
**Lv 10:** Metamagic: Selective Spells

**Lv 11:** Spell Focus, Greater: Evocation

**Lv 13:** Dimension Agility

**Lv 15:** Metamagic: Rapid Spell

**Lv 15:** Spell Perfection: Dimension Door



*Drawing of*  
[grimdiskord](#)

## Archmage Path abilities and Feats:

**Ti 1:** Archmage Arcana: Wild Arcana

**Ti 1:** Path Ability: Enduring Armor

**Ti 1:** Bonus Feat: Precise Shot (we got it at level 1)

**Ti 2:** Path Ability: Extra Mythic Power (we got around level 3)

**Ti 3:** Path Ability: Eldritch Breach

**Ti 3:** Bonus Feat: Spell Penetration, Mythic (we got it at level 7)

**Ti 4:** Path Ability: Component Freedom (we got it around level 10)

**Ti 5:** Path Ability: Mythic Spell Power

**Ti 5:** Bonus Feat: Mythic Spell Lore (we got it around level 12)

**Ti 6:** Path Ability: Channel Power (we got it around level 12)

## A brief explanation

Feats helping me with the gun (*Point-Blank Shot*, *Precise Shot* and *Focused Shot*) did a very good job during the first phases of the campaign when I had really few spells. Of course, mythic *Wild Magic* helped me a lot with the classical wizard utilities, as well as *Enduring Armor*. At high levels *Enduring Armor* is not any more effective...

I used to forget the +1 given by *Weapon Focus: Ray*, so after some levels I asked to the GM if I could change it with *Improved Initiative*, always a good choice.

The *Spell Penetration* chain, combined with *Eldritch Breach*, is awesome since there are no spell resistance protections I cannot break. *Eldritch Breach* was very useful also with *Knock* spell, that I used a lot.

Mythic path ability *Component Freedom* isn't the best, but I liked it since it is a passive boost and because in our world magic was not known. Moreover, magic was known to exist, but nobody was able to practice it, except for the person who is the most wanted in the entire city. So being stealthy while casting was useful.

*Spell Focus: Evocation I & II* made a big difference, no regrets.

*Spell Perfection: Dimension Door* is justified by combining with *Dimension Agility* and *Rapid Spell*: I wanted to try to have a way to escape quickly from danger without provoking OA (rapid spell), without ending the turn (*Dimension Door* drawback) and thus have my standard action to react somehow.

*Mythic Spell Lore* is nice and *Mythic Spell Power*, a pool of points for mythic spell, is a good support. *Channel Power* is a gigantic boost for spells. No comment.

## My favored Spells

At first levels my gun (a pepperbox, found at the very beginning) was my favored spell. Since my list was extremely limited I was just using *Magic Missile* and I was almost never enchanting my gun with *Mage Bullets*. But thanks to mythic *Wild Arcana* I could use all the spells I wanted! Even if it costed to play with 4-5 manuals opened in front of me. The most epic cast I did was a *Shocking Grasp* casted while charging a headless Black Knight mounting a horse (both of us were riding horses). I mean he wore full plate, so why not mounted charging it with a *Shocking Grasp*?? Next turn I was below 0 HP. Btw, do you know why the knight was riding a horse in a steampunk city? The day earlier he used to ride a motorbike. But we broke it, so I got it to “repair” and then it became mine.

Then *Scorching Ray* became my at-will spell. I used to prepare also *Knock*. You know, just in case (we were out-of-rouge party). *Lightning Bolt* then became very popular since I couldn’t fire *Fireball* from my gun. Note: I used to not prepare control spells since the party had strong controllers.

I couldn’t find nice 4<sup>th</sup> and 5<sup>th</sup> level spells suitable for the guns: they were like *Lightning Bolt* (a d6/level damage) and since I wasn’t above 10<sup>th</sup> level so *Lightning Bolt* was effective as higher-level spell. Also, I could shoot two *Scorching Rays* at the same time. But finally, at this point, *Magic Bullets* started to work out: use a spell of 4<sup>th</sup> level to enchant the gun and so raise the DC by 4 was satisfying. Also, since we used to find enemies with DR, enchanting the weapon to +4 or +5 let me bypass damage reductions.

Off-Topic: my character was blind for some sessions (a whole chapter of the story) before I could heal it (btw we were also out-of-healer-or-divine party). I could enchant my weapon to be able to bypass concealment and shoot as normally. But being blind has a few drawbacks: for example, once I spent a whole encounter “looking” at the wall because my party did an ambush casting Silence, and so I couldn’t see nor hear anything. But I was immune to *Obscuring Mist* and so that spell became our main way of controlling the field (not seeing the mist makes you immune to it 😊).

At the end I finally reached it: **DISINTEGRATE**! THE SPELL for Spellingers! The spell where *Mage Bullets* fully applies! But I have never taken *Spell Focus: Transmutation*, nor *Spell Perfection: Disintegrate* (or other feats). Because... well.. who knew we would have reached that far!? But I decided to not even ask to the GM to switch feats to maximize the power of Disintegrate because EACH feat I took was useful to my character; moreover, it seemed to me rude towards my feats.

## Spellslinger Stats

At the beginning I guess **Dexterity** is most important since due to the lack of spells the gun will be the most used way to attack. As soon as I reached levels 7-8 and I could enchant my gun hitting while targeting touch AC became much easier. The spell DC were balanced with the *Mage Bullets* feat. As soon as hitting becomes easy, boost **Intelligence** to increase DC as much as possible to increase the efficiency of spells such as *Lighting Bolt* and *Disintegrate*.

## Final Considerations

I did have fun. Really.

At high level you don't suffer for the lack of favored school bonus spells, even if a-posteriori I would have chosen Abjuration instead of Necromancy: paying twice slots for buffs was annoying and I didn't exploit that much Necromancy since our party had 2-3 controllers. *Mage Bullets* boots a lot your damage spells but limits your flexibility. The gun should be thought as a cantrip since the Spellslinger has no options of dealing much damage with it. But it is your focus for *Mage Bullets*! I can say that it is NOT one of the strongest classes but is a nice hybrid that I hope people may like and play some time. A Spellslinger is a good option to complete a party of controllers needing a damage dealer but with the spell options of a wizard.

## Final Considerations: Extra

The mythic tiers.

I can say they are an incredible boost. In my case *Wild Magic* was something that could resolve many problematics, combats and not, in many occasions. But going on with levels and gaining more spell slots I was using that feat really few times, even though it helped a lot during the final boss battle (one word: Labyrinth).

Mythic spells are nice but expensive in terms of mythic points. Yes, normally you have your pool refreshed every morning, but listen to this: for plot purposes we were losing the ability of refreshing the mythic points little by little until, during the last 3<sup>rd</sup> or 4<sup>th</sup> session the master said: "These are your last mythic points for the campaign".

I liked this concept of overpowered characters. I wouldn't suggest to new players, though, because this system complicates a lot.

BTW

I have killed the final boss

**AGAIN**

**17/03/2017**