

GUNSLINGER (LEVEL 1)

Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

LIRIANNE

Female half-elf gunslinger 1 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +2; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +2 (1d8+1/19–20)

Ranged pistol +5 (1d8/×4)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 15

Feats Gunsmithing*, Skill Focus (Perception), Weapon Focus (pistol)*

Skills Craft (alchemy) +4, Intimidate +4, Knowledge (engineering) +4, Perception +7, Sleight of Hand +7; **Racial Modifiers** +2 Perception;

Armor Check Penalty –1

Traits elven reflexes*, killer

Languages Common, Elven

SQ deeds (deadeye, gunslinger's dodge, quick clear), elf blood*, grit (2), gunsmith

Combat Gear alchemist's fire; **Other Gear** studded leather, longsword, pistol with 30 bullets, backpack, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (5), powder horn with 10 doses of black powder, sunrods (2), waterskin, 19 gp

* This ability has already been calculated into Lirianne's stats.

SPECIAL ABILITIES

Grit Lirianne begins each day with 2 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum. Lirianne can spend grit to accomplish deeds (see below), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

Deeds Lirianne can spend grit points (see above) to accomplish the following deeds:

Deadeye: Lirianne can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment for a cost of 1 grit point per range increment beyond the first.

Lirianne still takes the –2 penalty on attack rolls for each range

increment beyond the first when she performs this deed.

Gunslinger's Dodge: Lirianne can spend 1 grit point to avoid a ranged attack by moving 5 feet as an immediate action, granting her a +2 bonus to AC against the attack. This is not a 5-foot step, and provokes attacks of opportunity. Alternatively, she can drop prone to gain a +4 bonus to AC against the attack.

Quick Clear: As long as Lirianne has 1 grit point, she can, as a standard action, remove the broken condition from her pistol, if the condition resulted from a misfire. If she instead spends 1 grit point, she can perform quick clear as a move-equivalent action.

Gunsmith Lirianne's pistol is battered, and only she knows how to use it properly. All other creatures treat her 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.

Killer When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Pistol Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and have a maximum range of five range increments. The gun can hold a single bullet at a time, and reloading it is a standard action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–5. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5-ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage.

Lirianne always dreamed of living the adventures she read about in fairy tales and penny dreadfuls. But such things appeared only in faraway lands, so she aspired to find adventure by following in her father's footsteps and becoming a shield marshal, protecting Alkenstar from the hostile giants and hideous mutations of the Mana Wastes. She overcame a long series of difficult challenges her father put in her path so she could join the service. When a storm of primal magic sent the dutiful shield marshal to the distant land of Avistan, Lirianne found herself in an adventure just like those she'd grown up reading. She now struggles to balance her resurgence of childhood wonder and adult dedication to justice, all while confronting her long-ignored elven blood.



"I'd be obliged if you stood down, friend.
I got no stomach for killing this early"

GUNSLINGER (LEVEL 4)

Lirianne has set her sights on a life of adventure and faces any problems the world throws at her with both barrels blazing.

LIRIANNE

Female half-elf gunslinger 4 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +1 dodge)

hp 40 (4d10+12)

Fort +6, **Ref** +7, **Will** +4; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+1/19–20)

Ranged mwk pistol +9 (1d8/x4)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 20

Feats Gunsmithing*, Point Blank Shot, Precise Shot, Skill Focus (Perception)*, Weapon Focus (pistol)*

Skills Craft (alchemy) +7, Intimidate +7, Knowledge (engineering) +7, Perception +8, Sleight of Hand +10

Traits elven reflexes*, killer

Languages Common, Elven

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), elf blood*, grit (3), gunsmith*, nimble +1*

Combat Gear *oil of silence*, *potion of cat's grace*, *potion of cure light wounds*, alchemist's fire; **Other Gear** +1 studded leather, longsword, mwk pistols (2) with 30 bullets, *ring of protection* +1, adamantine bullets (5), backpack, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (15), powder horn with 10 doses of black powder, silver bullets (5), sunrods (2), waterskin, 29 gp

* This ability has already been calculated into Lirianne's stats.

SPECIAL ABILITIES

Grit Lirianne begins each day with 3 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum. Lirianne can spend grit to accomplish deeds (see below), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

Deeds Lirianne can spend grit points (see above) to accomplish the following deeds:

Deadeye: Lirianne can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment

for a cost of 1 grit point per range increment beyond the first. Lirianne still takes the –2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger Initiative: As long as she has at least 1 grit point, Lirianne gains a +2 bonus on initiative checks.

Gunslinger's Dodge: Lirianne can spend 1 grit point to avoid a ranged attack by moving 5 feet as an immediate action, granting her a +2 bonus to AC against the attack. This is not a 5-foot step, and provokes attacks of opportunity. Alternatively, she can drop prone to gain a +4 bonus to AC against the attack.

Pistol-Whip: Lirianne can make a surprise melee attack with the handle of her pistols as a standard action costing 1 grit point (+7 [1d6]). If the attack hits, she can make a combat maneuver check to knock the target prone as a free action.

Quick Clear: As long as Lirianne has 1 grit point, she can, as a standard action, remove the broken condition from her pistol, if the condition resulted from a misfire. If she instead spends 1 grit point, she can perform quick clear as a move-equivalent action.

Utility Shot: If Lirianne has at least 1 grit point, she can perform a number of utility shots as described on page 11 of *Ultimate Combat*. Each utility shot can be applied to any single attack with a firearm, but Lirianne must declare the utility shot she is using before firing the shot.

Killer When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Pistol Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and have a maximum range of five range increments. The guns can each hold a single bullet at a time, and reloading one of them is a standard action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–5. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5-ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage.

Point-Blank Shot When Liriane shoots at a target within a range of 30 ft., she adds +1 to her attack and damage rolls.

Precise Shot Lirianne can shoot at a target engaged in melee without taking the standard –4 penalty on the attack.



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Lirianne always dreamed of living the adventures she read about in fairy tales and penny dreadfuls. When a storm of primal magic sent the dutiful Alkenstar shield marshal to the distant land of Avistan, Lirianne found herself in just such an adventure. She now struggles to balance her resurgence of childhood wonder and adult dedication to justice, all while confronting her long-ignored elven blood.

GUNSLINGER (LEVEL 7) REQUIRES A COPY OF THE 4TH-LEVEL GUNSLINGER FOR A DESCRIPTION OF ALL ABILITIES

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LIRIANNE

Female half-elf gunslinger 7 (*Ultimate Combat* 9)

CG Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +8

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +2 dodge)

hp 67 (7d10+21)

Fort +8, **Ref** +10, **Will** +6; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +8/+3 (1d8+1/19–20)

Ranged +2 *reliable pistol* +14 (1d8+5/×4), mwk pistol +8 (1d6+4/×4)

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 11

Base Atk +7; **CMB** +8; **CMD** 25

Feats Extra Grit*, Gunsmithing*, Point Blank Shot, Precise Shot, Rapid Reload*, Skill Focus (Perception)*, Weapon Focus (pistol)*

Skills Craft (alchemy) +10, Intimidate +10, Knowledge (engineering) +10, Perception +8, Sleight of Hand +14

Traits elven reflexes*, killer

Languages Common, Elven

SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), grit (5), elf blood*, gunsmith*, gun training (pistol +4)*, nimble +2*

Combat Gear *potion of owl's wisdom*, *potions of cure serious wounds* (2), *oil of silence*, alchemist's fire; **Other Gear** +2 *studded leather*, longsword, +2 *reliable pistol*, mwk pistol with 30 bullets, *ring of protection* +1, *cloak of resistance* +1, adamantine bullets (5), backpack, *belt of incredible dexterity* +2, dagger, gunsmith's kit, hemp rope (50 ft.), paper cartridges (15), powder horn with 10 doses of black powder, silver bullets (5), sunrods (2), waterskin, 79 gp

* This ability has already been calculated into Lirianne's stats.

SPECIAL ABILITIES

Grit Lirianne begins each day with 5 grit points. Her grit goes up or down throughout the day, but cannot go higher than this maximum. Lirianne can spend grit to accomplish deeds (see below), and regains 1 point of grit each time she confirms a critical hit with a firearm or when she reduces a creature to 0 or fewer hit points with a firearm.

Deeds Lirianne can spend grit points (see above) to accomplish the following deeds and those listed on the 4th-level version of her stats:

Dead Shot: As a full-round action costing 1 grit point, Lirianne can shoot a single shot at a target, making two attack rolls at +14/+8. If either attack roll hits, Lirianne's single attack is considered to have hit. For each additional successful attack roll beyond the first, she increases the damage of the shot by 1d8. Precision damage is added with damage modifiers and is not increased by this deed. If either attack roll is a critical threat, she confirms the critical once at +8. If both rolls are critical threats, she rolls the confirmation at +9 instead. Lirianne only misfires on a dead shot if both attack rolls are misfires.

Startling Shot: As long as she has at least 1 grit point, Lirianne can spend a standard action to purposely miss a creature that she could normally hit with a pistol, making that creature flat-footed until the start of its next turn.

Targeting: As a full-round action costing 1 grit point, Lirianne can make a single firearm attack targetting a specific part of the target creature's body, gaining a special effect depending on the part of the body targeted (see page 11 of *Ultimate Combat*). Creatures that are immune to sneak attacks are immune to these effects.

Killer When Lirianne confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her longsword or +4 with her pistol). This additional damage is added to the final total and is not multiplied by the critical hit multiplier itself.

Pistol Lirianne's pistol attacks resolve against the target's touch AC when the target is within the first range increment of the weapon (20 ft.) and have a maximum range of five range increments. The guns can each hold a single bullet at a time, and reloading one of them is a move action that provokes attacks of opportunity. If a pistol attack is ever a natural 1, the firearm misfires and gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases to a range of 1–3. If her broken pistol misfires again, it explodes, destroying the weapon and creating a 5-ft. burst from one randomly determined corner of her square, dealing damage to any creature in the burst (including Lirianne) as if it had been damaged by the weapon—a DC 12 Reflex save halves this damage. Her reliable pistol has no misfire chance unless it gains the broken condition through another means, in which case it's misfire range becomes 1–2.

Point-Blank Shot When Liriane shoots at a target within a range of 30 ft., she adds +1 to her attack and damage rolls.

Precise Shot Lirianne can shoot at a target engaged in melee without taking the standard –4 penalty on the attack.



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