

# 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.



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

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.