

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

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 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.



**“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.