

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"