

Description:

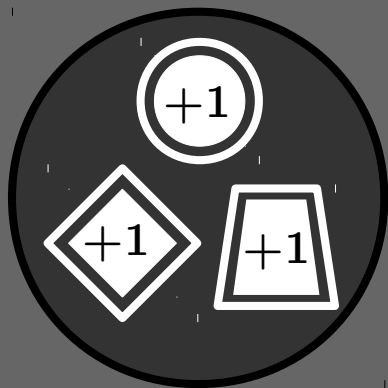
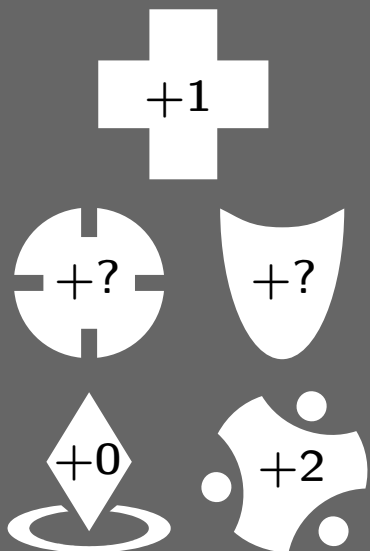
Craftsmanship isn’t a hobby: it’s an obsession. As a Calibrist you dedicate yourself to the construction and perfection of the ultimate weapon. Start the game with a firearm of your choice, and dedicate yourself to the constant redesign and rejigging of your deadly tool.

Strategy:

As a class, the Calibrist can provide a moderate combat class to a character with limited combat ability, or act as a significant power boost to a character already skilled in the use of fire arms.

Starting Bonuses:

- ☐ +1 attack OR +1 defense
- ☐ +1 attack with your signature weapon, and others in its class.
- ☐ +2 Piloting, Engineering, Persuade, Survival and Craft
- ☐ **Equipment:** Signature firearm (see rules insert)



Weapon Name: _____

Character details:

Some back story details to consider... (answer any that interest you)

Where did you get your gun? Why do you dedicate yourself to perfecting *this* weapon? Tactical reasons? Sentimental reasons? Habit? _____

What is the name of your weapon? How did it get its name? _____

Select one or more of your teammates, and comment on their relative strengths and weaknesses. How could they be more optimized in your character’s opinion? _____

Signature weapon

You start the game with your choice of one of the following weapons:

- ☐ A pair of 2d6 pistols. Range 12m. Can be calibrated separately.
- ☐ 2d8 revolver. Range 20m. Treat natural rolls of 1 as 20s.
- ☐ 2d8 rifle. 100m range. x3 crit damage. Use prompts AoO.
- ☐ 1d8+1d12 shotgun. 2m max range. Use prompts AoO.
- ☐ A ship’s artillery cannon. Deals 3d6 **ship** damage (this is on a larger scale than regular person damage). Unfortunately the weapon is bolted onto your ship; you’ll need additional classes to participate in person to person combat

Improved Muzzle

Select one of the following configurations:

Silenced: DC20 perception needed to hear gun.

Precision: +1 attack, +1 critical hit range.

Blunderbuss: Halve your max range, but deal +4 damage to anyone in melee range (1m normally, 50m for ship's artillery).

Personal Holster

Select one of the following configurations:

Discrete: Spend thirty seconds (three beats) to disassembled or re-assemble your gun. While disassembled, gain +15 on checks to hide weapon or get it past security.

Quickdraw: At the start of combat, before rolling initiative, you may make a free attack with your gun.

Ornate: Your weapon looks freakin' amazing. Gain +2 on entertain and command.

Optical Enhancements

Requires 3 Calibrist feats

Select one of the following configurations:

Infra-red: +10 perception to see warm bodies, regardless of stealth, cloaking or walls.

Trigonometric crosshair: Ignore half the DEF bonus of anyone you shoot (round down).

Laser scope: +2 critical hit range.

Integrated Microcontroller

Requires 4 Calibrist feats

Select one of the following configurations:

Master's voice: Anyone using your gun without spoken permission takes 1d12 damage. Your gun fires on voice command, even when not held. You know gun's location at all times.

Automated alteration: Reconfigure your gun with the press of a button. Configuration still takes time, but while it is happening, you are free to focus and act elsewhere. Rapid Recalibration no longer prompts AoO nor will saves.

Corrective computation: Each turn you may re-roll one damage or attack roll with your gun.

Weapon Calibration:

Various Calibrist feats will offer you a selection of possibly configurations. At any time, if you have clear workspace, you may spend 15 minutes to change a configuration.

Rapid Recalibration

You can reconfigure any single setting of your gun using either thirty seconds (out of combat), or three beats (in combat). Recalibration prompts AoO. If you take damage before your next turn, roll a will save to complete the task (DC equals damage).

Custom Barrel

Select one of the following configurations:

Longshot: Triple your weapon's range. Gain +2 ATK vs flying targets.

High Caliber: Ignore half the damage resistance of anyone you shoot (round down).

Grapple Launcher: Your gun now shoots a hook and rope instead of bullets. Good for climbing, or ranged combat maneuvers. Range is 30m for rifles/shotguns, 12 m for pistols/revolvers, 400m for artillery.

Personal Touch

Requires: Bulletsmith

You may imbue your bullets with your own tech abilities (a Macarbe's poisons, a Maelstrom's distortion), allowing you to make "touch" attacks via your bullets. To do so, spent a charge/gland, and one of your daily bullet slots. Each bullet can hold at most one tech ability. Maelstroms must spend one charge to place distortion inside a bullet. Biotech inside bullets use gland space until the bullet is fired.

Tinker characters may build scrap *into* their gun. Each scrap provides a minor bonus that applies until either the end of the day, or a new piece of scrap is built in. Roll a DC 10 craft check while building to determine effectiveness.

Bulletsmith

You gain the unique skill 'Bulletmaking'. You start with 3 ranks in that skill. Each day you may craft 1 bullet per point of bullet making. Bullets do not carry over between days, and only work in your signature weapon. Loading special bullets takes 1 beat.

Blanks: Much noise, no damage.

"Bloody": minimum damage, fake blood.

Sharp: +5 armor piercing.

Shocker: +2 electric damage.

Straight shooters: +2 aim.

Flare: Bright, long burning light (30-80 seconds).

Tadpole: Can be fired underwater.

Tempered Chamber

Requires: Bulletsmith

Select one of the following configurations:

Juggler: Switching bullets takes no time.

Alchemist: You may use 2 bullets at the same time (spend 2 bullets, get 2 effects).

Zealot: Pick a specialty bullet type while calibrating. Those bullets get +2 damage.

Cartridge Chemist

Requires: Bulletsmith

You may craft the following bullets.

Achilles: +1 crit hit range and multiplier.

Decoherence: x4 dmg. vs forcefields or brinktech.

Incendiary: Your target is set on fire (1d6 dmg. per turn until DC 15 squirm check, or water).

Tracker: If your gun has the Microcontroller feat, it knows the location of all your tracking bullets.

Concussion: Target loses all Reactions, -2 DEF till their next turn. Break all concentration effects.

Named Bullet

Requires: Cartridge Chemist

You can now make Named Bullets. On creation, give a name. Against the named target gain +2 ATK, +2 dmg., +2 crit range and +2 crit modifier. If your attack fails, re-roll and try again (once). At most one bullet per name.