

Hexslinger

Lvl	BAB	Fort	Ref	Will	Special	Man Known	Man Readied	Stances
1	1	2	2	0	Gunsmith	5	3	1
2	2	3	3	0	Nimble +2	6	4	2
3	3	3	3	1		7	4	2
4	4	4	4	1	Hexslinging	7	4	2
5	5	4	4	1	Gun Training 1	8	5	3
6	6/1	5	5	2	Nimble +3	8	5	3
7	7/2	5	5	2	Lightning Reload	9	5	3
8	8/3	6	6	2	Hexslinging	9	6	4
9	9/4	6	6	3	Gun Training 2	10	6	4
10	10/5	7	7	3	Nimble +4	10	6	4
11	11/6/1	7	7	3		11	7	5
12	12/7/2	8	8	4	Hexslinging	11	7	5
13	13/8/3	8	8	4	Gun Training 3	12	7	5
14	14/9/4	9	9	4	Nimble +5	12	8	5
15	15/10/5	9	9	5		13	8	6
16	16/11/6/1	10	10	5	Hexslinging	13	8	6
17	17/12/7/2	10	10	5	Gun Training 4	14	9	6
18	18/13/8/3	11	11	6	Nimble +6	14	9	6
19	19/14/9/4	11	11	6		15	9	7
20	20/15/10/5	12	12	6	Hexslinging	16	10	7

Hit Die - D10

Weapon and Armor Proficiencies - Simple, Martial, Firearms
Skills - 4 + Int/Level

Class Skills: Acrobatics, Bluff, Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (Arcana), Knowledge (Religion), Knowledge (Witchcraft), Knowledge (Runes), Knowledge (Local), Knowledge (Engineering), Knowledge (Local), Perception, Profession, Ride, Sleight of Hand, Stealth, Spellcraft, Survival, Swim, Use Magic Device

Starting Wealth - 5d6 x 10 gp (average 175gp) In addition, each character begins play with an outfit worth 10 gp or less, and the hexslinger begins with her starting firearm.

Maneuvers:

A hexslinger begins her career with knowledge of five martial maneuvers. The disciplines available to her are Broken Blade, Lunar Wind (Solar Wind, but renamed for flavor), Veiled Moon, and Thrashing Dragon. A hexslinger treats a firearm wielded as a melee weapon as part of the Close weapon group. A hexslinger is treated as having the Improved Unarmed Strike feat when using a Broken Blade maneuver. Hexslingers use magic for Veiled Moon abilities, rather than ki. A maneuver usable by hexslingers is considered an extraordinary ability unless otherwise noted in its description. Her maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one. She learns additional maneuvers at higher levels, as shown on Table: Hexslinger. The hexslinger must meet a maneuver's prerequisites to learn it. See the Systems and Use chapter.

Upon reaching 4th level, and at every even numbered warder level after that, she can choose to learn a new maneuver in place of one she already knows. In effect, the hexslinger loses the old maneuver in exchange for the new one. The hexslinger need not replace the old maneuver with a maneuver of the same level. She can choose a new maneuver of any level she likes, as long as she observes her restriction on the highest-level maneuvers she knows. The hexslinger can swap only a single maneuver at any given level. A hexslinger's initiation modifier is Wisdom.

(Text copied from D20PFSRD entry for the warder, modified as necessary to fit the hexslinger.)

Maneuvers Readied:

A hexslinger can ready three of her five starting maneuvers, but as she advances in level and learns more maneuvers, she must choose which maneuvers to ready. She readies her maneuvers by going over battle tactics, through weapon drills, or spending time meditating for 10 minutes. The maneuvers she chooses remain readied until she

decides to repeat this again and change them. Any given maneuver may only be readied once. Hexslingers do not need to sleep or be well rested to ready their maneuvers; any time they spend 10 minutes in practice or meditation, they can change their readied maneuvers. She begins an encounter with all readied maneuvers unexpended, regardless of how many times she may have already used them since she chose them. When the hexslinger initiates a maneuver, she expends it for the current encounter, so each of her readied maneuvers can be used once per encounter (until they are recovered, see below).

For a hexslinger to recover expended maneuvers, she must take a few seconds to gather up her inner reserves, letting the enemy come to her if necessary. By taking a full round action to breath deeply and focus her power, during which she may ready an attack action, she recovers a number of expended maneuvers equal to her Wisdom modifier (minimum of 2). Alternately, she may take a brief pause in battle and recover a single maneuver of her choosing by spending a standard action on her turn.

(Text copied from D20PFSRD entry for the warder, modified as necessary to fit the hexslinger.)

Stances Known:

Hexslingers begin play with knowledge of one stance from any discipline open to hexslingers. At the indicated levels (see class table), the hexslinger selects an additional new stance. Unlike maneuvers, stances are not expended, and she does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the hexslinger cannot learn a new stance at higher levels in place of one she already knows.

(Text copied from D20PFSRD entry for the warder, modified as necessary to fit the hexslinger.)

Gunsmith:

At 1st level, a hexslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon 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.

This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The hexslinger also gains Gunsmithing as a bonus feat.

(Text copied from D20PFSRD entry for the gunslinger, modified as necessary to fit the hexslinger.)

Nimble:

Starting at 2nd level, a hexslinger gains a +2 dodge bonus to AC while wearing no armor. Anything that causes the hexslinger to lose her Dexterity bonus to AC also causes the hexslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +6 at 20th level).

(Text copied from D20PFSRD entry for the gunslinger, modified as necessary to fit the hexslinger.)

Hexslinging:

At 4th level a hexslinger gains the ability to use witch hexes. She may pick one hex, and can use it as if she were a witch of her hexslinger level. If she also possesses witch class levels or the ability to use hexes from another source, these levels stack to determine her effective class level for the purpose of using hexes. At every four levels after 4th, the hexslinger learns another hex. At 12th level, the hexslinger becomes eligible to learn major hexes. No hex may be learned more than once. The hexslinging class feature counts as the hex class feature for the purpose of meeting prerequisites (so, a hexslinger 4 can take the Extra Hex feat).

(This is a paraphrased version of the Hexslinging ability from Rite Publishing's The Secrets of the Gunslinger.)

Gun Training:

Starting at 5th level, a hexslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the hexslinger picks up another type of firearm, gaining these bonuses for those types as well.

(Text copied from D20PFSRD entry for the gunslinger, modified as necessary to fit the hexslinger.)

Lightning Reload:

A 7th level, the hexslinger reduces the action needed to reload any firearm to which her gun training ability applies by one step. Two full round actions becomes one, a full round action becomes a move action, and a move action becomes a free action.

Cursed Shot:

This is not a hexslinger class feature, but rather a martial maneuver that only a hexslinger may learn.

Cursed Shot

Discipline: Lunar Wind (Strike) [Lunar Wind and Solar Wind are the same]; **Level:** 4

Prerequisite(s): One Solar Wind maneuver, hexslinger 7

Initiation Action: 1 full round action

Range: Ranged attack

Target: One creature

Duration: Instant

The hexslinger takes careful aim and mutters an incomprehensible invocation, and with a loud crack her rifle emits a bullet and a deep purplish smoke. She makes a normal ranged attack roll, and if she hits she inflicts weapon damage as normal and curses her target. She applies one spell from the witch spell list with the curse descriptor (Meaning the spell's duration is permanent and the spell is undispellable). She does not need to know the spell, but it must be of a spell level of half her hexslinger level or lower, rounded down. Save DC is 10 + half her hexslinger level + her Wisdom modifier. The caster level is equal to her hexslinger level. This is a supernatural effect.

(This is a paraphrased version of the Cursed Shot ability from Rite Publishing's The Secrets of the Gunslinger.)