

# A Gunslinger's Guide for Pathfinder

By: Lokotor

Books Used: Core, UC, UM, ARG, APG, and several others.

Reference Material Available on <http://www.d20pfsrd.com/>

[Link To Discussion Page](#)

## Table of Contents:

[Formatting](#)

[Party Roles](#)

[Ability Scores](#)

[Races](#)

[Skills](#)

[Strategy & Class Features](#)

[Deeds](#)

[Traits](#)

[Feats](#)

[Archetypes](#)

[Notes on Multiclassing](#)

[Gear](#)

[Sample Builds](#)

## Formatting

Keeping in style with all the rest of the guides out there

**Blue:** One of the best choices. Almost mandatory.

**Green:** A good choice. One which will typically be useful and that is recommended.

**Black:** This choice is neither good nor bad. It may depend on play style or campaign setting to shine, but overall this is fairly average or fluctuates between green and orange.

**Orange:** This is a below average choice. One which is situational or otherwise underwhelming.

**Red:** This is a poor choice. One which is either very situational or which provides little to no benefit on average.

If the colors confuse you you can also think of them as being rated 1-5 stars

**Note:** This is a guide based on my opinion and is certainly not perfect for everyone. You should consider your own style when designing a character. I will try to address several options, but don't feel that my word is law. This is a guide, not a manual. Feel free to do whatever you like with your character.

# Roles

There are a few viable routes to take when making a gunslinger. None are bad choices, but the class lends itself to some more than others.

**Striker:** This is essentially what the class was designed to do. You are the party's damage dealer. You attack touch AC from a distance and deal a d8+ typically. Having Full BAB progression allows you to take advantage of feats like deadly aim and others which trade to hit for damage. You will find that you excel at this role.

**Support/Utility:** There are some interesting things you can do as a support character. Typically this would be something you might overlook with this class. However, the Mysterious Stranger archetype can provide you with a slew of options. Especially if you are willing to multi-class. Even if you aren't, there is still a lot you can do to control the battlefield and support the team. Your best strategies are going to be to try to be a bodyguard, to lock down enemy casters, or to support through the Targeting Deed. you can also pick up some ranks in Use Magic Device and grab some wands to provide some utility casting.

**Stealth:** "But Lokotor Sneak, Escape Artist, and Disable Device aren't class skills, so I can't possibly use them!" Considering they are dex based, so you should still be ok. You don't get Disguise or Kn: Dungeoneering either, but you can manage fairly well in this role. You Get 4+ Int Skill points each level or more, so you can really diversify your utility well. Remember the Skill Focus feat is a thing if you want it. You don't work too great for stealth once combat occurs, seeing as guns are loud, but until then you can be Solid Snake.

**Face:** If you go Mysterious Stranger this is a possibility. If not, then it's probably out. Either way it's not that great a role for you, but it is possible. This is typically a secondary role however and you can and should pair it with one of the others if you are going this route.

**Tank:** You are not good at this, don't do it. Remember earlier when I said there are no bad choices? I lied, this is one.

# Ability Scores

**Strength:** You don't hit things, you use guns.

**Dexterity:** You are a ranged character. This is your primary stat.

**Constitution:** Health is a good thing. You get a d10 for health which is great, but you don't wear much armor. This is probably your number three.

**Intelligence:** You have 4+ int skill points/level that you can take advantage of. Try to keep this at 10, but don't feel pressured to boost it much more unless you have a reason.

**Wisdom:** This is your second most important stat. Wis determines Grit, which you will want to have a decent amount of in order to use your deeds.

**Charisma:** If you are a Mysterious Stranger then this is how you get Grit, otherwise you won't need it much.

## **20 Point Buy:**

**1-** For the Default, Pistolero, and Musket Masters<sup>1</sup>

Str 7, Dex 16, Con 12, Int 12, Wis 16, Cha 10

**2-** For Mysterious Strangers

Str 7, Dex 16, Con 10, Int 14, Wis 9, Cha 16

**3-** For Siege Gunners

Str 7, Dex 16, Con 10, Int 16, Wis 9, Cha 14

# Race

## **Core Races:**

**Dwarf:** 20' move speed is not great. The +2 Wis and Con could make this worthwhile, -2 Cha, and their racial bonuses are nothing special to look at. I would say probably don't pick it, but it is ok.

**Favored Class:** Reduce Misfire by ¼. Really nice at lvl 8, but not as great afterward.

**Elf:** +2 Dex, Int, -2 Con. +2 Perception, Low light vision and immunity to magic sleep are all nice.

**Favored Class:** + $\frac{1}{3}$  to crit confirmation. Doesn't stack with critical focus, but pretty nice otherwise.

**Gnome:** +2 Con and Cha make for a good Mysterious Stranger, but 20' movement and lack of essential bonuses make them unfavorable otherwise. -2 Str and standard bonuses for being small. +2 to Craft and Perception. If you get a Cha of 11+ you also gain some neat 1/day magic abilities.

**Favored Class:** Reduce time to repair broken firearms by 5 minutes.

**Half Elf:** +2 to one Ability Score means Dex. Skill Focus as a Bonus Feat helps if you are playing something other than Striker. Bonus to Perception, Low light vision, immune to sleep, resistant to enchantment, and the option to pick two favored classes make them a solid all around choice. If you are going to play something other than Striker then this is a good pick

**Favored Class:** + $\frac{1}{4}$  to your Grit Pool. Always good.

**Half Orc:** +2 to ability score of choice, but nothing special otherwise.

**Favored Class:** + $\frac{1}{3}$  to attack rolls with Pistol Whip. Yeah, thanks for that one.

**Halfling:** -2 Str, but +2 Dex and Cha Make these guys pretty great as Mysterious Strangers. +2 Acrobatics and Perception and +1 to all saves makes them decent though. You are however potentially limiting your damage because you are a small creature. Not every DM may say you have to use small guns as a small creature though.

**Favored Class:** + $\frac{1}{4}$  AC bonus from Nimble (Max +2) or + $\frac{1}{4}$  AC from Gunslinger's Dodge Deed. Do the first one till lvl 8 then switch.

**Human:** Naturally Humans are good at most everything. +2 to an Ability Score, a free Bonus feat, and the extra skill points make humans a very good choice.

**Favored Class:** + $\frac{1}{4}$  to your Grit Pool. The gift that keeps on giving.

### Other Races:

I'm only going to mention the ones from the Featured class list. (MS) in the description indicates Mysterious Strangers should consider this race.

**Aasimar(Plumekith):** This is a Variant Heritage, but if your DM is cool with it it is pretty amazing. +2 Dex and Wis. Acid, Cold, Shock Resistance 5, +2 Acrobatics, See Invis 1/day. And you now qualify for two Racial Feats (Angelic Blood and Angel Wings) which are pretty nice.

**(Musetouched)** +2 Dex and Cha (MS)

**Favored Class:** No bonus, but you could make a case for the Human one.

**Tiefling:** +2 Dex and Int -2 Cha. Fire, Cold, Elec Resist 5. A good choice to multi-class with sorcerer. As an alternate racial trait you can have a tail that you can use to hold guns while you reload.

**Tiefling(Beastbrood):** +2 Dex and Cha -2 Wis, Detect Thoughts 1/day, +2 Disguise and Sense Motive. (MS)

**Tiefling(Faultspawn):** +2 Dex and Wis -2 Int. Hideous Laughter 1/day.

**Favored Class:** Only from 3rd party sources.

**Kobold:** +2 dex, but the -4 str and -2 con are big deterrents. Stealth as a class skill, +2 perception and +1 Natural Armor are ok. Light sensitivity is pretty discouraging too though (get some sexy sunglasses maybe?)

**Favored Class:** +1/4 AC from Nimble (Max +4) This and +2 Dex is why they are not Red.

**Ifrit:** +2 Dex and Cha -2 Wis. Burning Hands 1/day. (MS)

**Favored Class:** +1/2 Initiative with Gunslinger's Initiative Deed.

**Hobgoblin:** Surprisingly Decent. +2 Dex and Con, +4 Stealth, Dark Vision.

**Favored Class:** +1/4 Grit Pool.

**Catfolk:** +2 Dex and Cha -2 Wis. 1/day re-roll on reflex saves isn't too good for you as you have good reflex save anyway. +2 perception and Stealth. You could make a case for the prehensile tail here I suppose. (MS)

**Favored Class:** None.

**Damphir:** +2 Dex and Cha -2 Con. Light sensitivity is again a bummer, but can be negated with the Dayborn Alternate Trait. Detect undead 3/day is decent. +2 Perception. (MS)

**Favored Class:** 3rd Party only.

**Drow:** +2 Dex and Cha -2 Con. Spell Resistance (6+ Class Level) is pretty nice. +2 Perception, immunity to sleep, can cast Dancing Lights, Fairy Fire, and Darkness 1/day. skilled with poison, 120' Dark vision. Light blindness is a large con, but can be removed with Surface Infiltrator Alternate Racial Trait. As a support role these are Blue. Also, you can gain access to some pretty nice racial feats (Nobility line.)

(For MS this is most likely the best possible choice.)

**Favored Class:** 3rd Party only

**Fetchling:** +2 Dex and Cha, -2 wis. you gain some Spell like abilities, but they're nothing special. (MS)

**Favored Class:** 3rd Party only.

**Goblin:** Your party may not like you, but +4 Dex is quite nice. You take -2 Str and Cha, but those are your least important stats. +4 Stealth and Ride, and an alternate racial trait gives you a 10' climb

speed which can help you ditch the slippers of spider climb. you also get +1 AC and +1 to hit from your size. You will be using small weapons however.

**Favored Class:** + $\frac{1}{3}$  crit confirmation (doesn't stack with Critical Focus.)

**Orc:** Just don't.

**Oread:** +2 Wis. Otherwise nothing good for you here.

**Ratfolk:** +2 Dex and Int, -2 Str. 20' movement and small size, are the biggest cons. +4 stealth, +2 Craft (alchemy), Perception, and Use Magic Device are all great for you. Dark Vision, +1 to AC and Attack,

**Favored Class:** + $\frac{1}{2}$  to initiative while you have at least 1 Grit.

**Sylph:** +2 Dex and Int, -2 Con. Elec Resist 5, and feather fall 1/day. Can replace resistance with +5' movement speed, and can replace feather fall with +4 stealth.

**Favored Class:** None.

**Tengu:** +2 Dex and Wis, -2 Con. +2 Perception and Stealth. Can trade linguist for a glide ability. Gain proficiency with a large number of weapons or a number of exotic weapons. You also get some decent Racial Feats (Raven Form and Tengu Wings.)

**Favored Class:** None.

**Undine:** +2 Dex and Wis, -2 Str. Swim speed 30', Cold Resistance, Hydraulic Push 1/day.

**Favored Class:** None.

## Skills

\* Indicates Class Skill

\***Acrobatics:** You will need this. You will need a lot of this. This is how you are going to survive most of the time.

**Appraise:** Let the wizard do it.

\***Bluff:** Why not. Face builds should take extra.

\***Climb:** It's generally ok for anyone. 1 rank will help mitigate your low Str.

\***Craft:** Take a few ranks in alchemy so you can manufacture alchemical cartridges.

**Diplomacy:** It's always good to be able to ask people nicely for things.

**Disable Device:** If you are going stealth then take ranks here.

**Disguise:** If you are going to be stealthy go for it, otherwise don't bother.

**Escape Artist:** Never know when this will save your life.

**Fly:** If you have a way to fly regularly then sure I guess.

**\*Handle Animal:** Doubt you'll need this.

**\*Heal:** Always good to have a point here incase the real healer goes down. You should have decent Wis to back this up too.

**\*Intimidate:** Guns are scary, so you should be too. Mysterious strangers benefit more, but it has its place for others too.

**Knowledge:** Knowledge is power. But you only get two of them.

**\*Local:** Gets you some nice info on humanoids. Take a rank so you can at least attempt the checks.

**\*Engineering:** Could help you with gunsmithing maybe. (This is **Blue** for Siege Gunners)

**Linguistics:** Let someone else do it.

**\*Perception:** Most important skill in the game.

**Perform:** Nope.

**\*Profession:** Siege Gunners only.

**\*Ride:** Take it if you intend to do mounted combat or something, otherwise maybe just one rank.

**Sense Motive:** If you are in a social game then this is more important, but leave it to someone else typically.

**\*Sleight of Hand:** Concealing a gun somewhere on yourself is fairly easy and can help you out of some sticky situations. Consider putting a handful of points here.

**Spellcraft:** Support roles put some ranks here, others need not apply.

**Stealth:** You are loud. Guns go BANG. It's worth having a few ranks here regardless. Especially since you have a high Dex Mod. If you are being sneaky then this is much more important.

**\*Survival:** It's a class skill and it's got its uses. Put a few ranks in if you want.

**\*Swim:** You have a low Str score probably, so putting a rank here will help you not drown.

**Use Magic Device:** If you are making a Support character then you should seriously try to invest ranks here. Otherwise it isn't very necessary.

## Strategy & Class Features

The thing about guns to remember is that they have a Misfire chance. If you mess up your dice roll you might blow up your precious firearms and screw yourself over. Misfires occur when your dice roll naturally falls within the misfire range of your firearm.

Knowing that you want to avoid misfires, but that you have few options to actively prevent them is probably looking like bad times for the Gunslinger class. Luckily at lv1 you get the Quick Clear Deed. This allows you to spend a standard or move action to remove the broken condition from your gun and negates your misfires. it may take you a round, but it's worth it.

Now that you have misfires under control we can move on to the next bits.

#### Reloading:

The achilles heel for you. It is a Full-Round Action to reload a Two-Hander and a Standard Action to reload a One-Hander. Well we can't be wasting our lives on that, so we will have to invest in Rapid-Reload and Alchemical Cartridges.

Reload Actions in combat go as follows: Full-Round>Standard>Move>Free

Rapid Reload and Alchemical Cartridges each reduce reload time by one 'step' on the above scale

Gunsmithing: This Bonus Feat allows you to craft your own firearms and ammunition for significantly cheaper. 50% gun cost 10% ammo cost. Pick up some ranks in Craft(Alchemy) so you can make your own Alchemical Cartridges.

Grit: This is how you use your Deeds. It's Based on Wisdom, so try to get a decent modifier.

Grit is basically as close as the game has ever come to having mana. Monks get Ki, Casters get spells/day, Magus get an Arcane Pool, the common thread for them all however is that they are all static and those other guys only get so many uses/day of their abilities. Gunslingers however are different in that you can "refill" your Grit Pool throughout the day. This is done in three ways; Confirming a critical, Killing a creature, or performing a Daring act.

Seeing as you'll only critical on a 20 normally it's going to be uncommon for you to gain grit this way. However, Since you are attacking Touch AC, if you threaten you will almost always confirm.

Killing a creature is the easiest and most common way you'll regain Grit. The only thing to be aware of is that the creature must have HD =  $\frac{1}{2}$  your lvl or more in order to count.

Daring acts are also an easy way to regain Grit, except that they often require you to risk life and limb to accomplish. As such, you aren't going to necessarily be doing this too often. But if you want to play Vash the Stampede then you'll get a lot of grit here.

Deeds: These are basically what you get instead of spells or other powers.

Nimble: +1 Dodge AC that scales with lvl. You'll be glad to have this considering you'll mostly be in Light Armor.



True Grit: You get to pick Two Deeds and reduce their grit cost by 1. The Signature Deed Feat is also available to you earlier on.

The last thing I have to say in this part pertains to **Double Guns**. They are amazing and probably somewhat broken. I advise against them for that reason only. If you plan to use them then be aware that you may incur the wrath of your DM.

## Deeds

Formatting here indicates not that you should take this, but that it is worth using.

**(G)** indicates that this is a good choice for Signature Deed or True Grit

**Standard Deeds:** Given by the default gunslinger class.

1st lvl

**Deadeye:** Lets you hit Touch AC beyond first range increment. Try not to need this if you can.

**Gunslinger's Dodge:** +2AC and 5' or +4 and Prone. The movement provokes AoO however, but in a pinch it can be good as an immediate action.

**Quick Clear:** Lets you remove the broken condition from your firearms. This is how you stop misfires from ruining your day.

3rd lvl

**Gunslinger Initiative:** Passive boost to Initiative and let's you potentially get your gun out early.

**Pistol Whip:** Mostly for looks. You will find yourself almost never in a situation where you can use this well.

**Utility Shot:**

**-Blast Lock:** Let's you shoot locks to open them. If you are being the rogue then this is slightly more helpful, but not exactly quiet. Neat to have in a pinch, but you'll probably not end up using it.

**-Scoot Object:** we've all seen that classic scene where one cowboy shoots a gun away from another. That's what this does. Too situational to be good, but you might do something with it one day, who knows.

**-Stop Bleeding:** This one is actually quite nice. you can end a bleed effect on yourself or another without making any checks. Somewhat situational, but amazing when you need it.

7th lvl

**Dead shot (G):** Mixed feelings here. Mechanically I look at it as Vital Strike as a Full-Round Action instead of a Standard, which makes me feel like it is worse. However, it saves you three feats, so it is definitely worth the action economy trade. It also gives you multiple chances to hit and crit on the one attack, and dramatically reduces Misfire chances. If you plan to spend 3-4 feats on the Vital Strike line (which I don't recommend) then this isn't so great. Otherwise, Musket Masters should sign here.

**Startling Shot:** Using a standard action to make a target Flat-Footed isn't usually on your list of priorities, but they don't get a save and it's a decent Debuff. Utility/Support builds will find this much more useful, but there are better things you can be doing.

**Targeting (G):** Because this Requires you make only one single Attack as a Full-Round Action it's use is diminished for Pistolero style play, but musket masters and especially **support builds** can make decent use.

**-Arm:** You probably won't bother with this one. Disarm is ok, but the others are better. Might be possible to end a grapple with this (among other things) if your DM is fun.

**-Head:** Confusion for 1 round with no save

**-Leg:** Knocked Prone With no Save

**-Torso:** Increased Crit range is good for obvious reasons.

**-Wing:** If it's flying this can be good, if it's not then it's useless.

11th lvl

**Bleeding Wound (G):** Deal Dex mod Bleed or deal Str, Dex or Con Bleed? A ~4-8 dmg bleed applied every time you hit is very nice, and the option to make it do Ability Bleed is equally nice. Remember that different types of bleed damage stack.

**Expert loading:** Honestly by this point you should've already mitigated most or all of your Misfire chance somehow. But, if not, then this is helpful if you Re-*hee*-ally Need to not take a move action to fix the gun preemptively with Quick Clear.

**Lightning Reload:** If you aren't already reloading as a Free Action by now I don't know how you are alive, but if you haven't figured that one out yet maybe this can help you.

15th lvl

**Evasive:** You gain a few passive Rogue Class Features which are all nice. There is no con here.

**Menacing Shot:** The DC should be around 20 when you get this and Panicked and Shaken are decent effects. Regardless, you probably won't use this too often, even as a Utility/Support Slinger. Remember that it affects your allies too.

**Slinger's Luck:** Good for if you mess up an important save.

19th lvl

**Cheat Death:** There are better ways of achieving this result, however you get this for free. It's certainly much better than death.

**Death's Shot:** DC should be around 30. I'm not sure what you'll use this on, but I suspect that it will have a decent chance of making that save and you have to get a Critical first. You'll be better off taking the x4 damage probably.

**Stunning Shot:** Stunned is a nice Debuff, but you can let the monk do it. For 2 grit a pop for 1 round of stun I don't see you using this too often, especially with the Save DC being easily passed by most of the monster's you're probably fighting.

### **Siege Gunner Deeds:**

**Targeted Blast:** This lets you deal a few extra damage to a single target (or a handful at higher lvls) when you use an AoE attack. Considering your 6d6 base damage this small boost is not terribly interesting. Replaces Deadeye

**Scattershot:** No cost boost to the Radius of your AoEs makes this quite handy. Replaces Gunslinger's initiative

### **Pistolero Deeds:**

**Up Close and Deadly(G):** +1d6/5 lvls and half on a miss makes this one of the best Deeds. Take signature deed for this and use it on every attack and watch your enemies turn into swiss cheese. Replaces Deadeye (Untill lvl 7 then that replaces Startling Shot)

**Twin Shot Knockdown(G):** Knock them prone if you hit them twice. This pairs well with Snap Shot, letting you get an AoO off for 1 Grit. Replaces Bleeding Wound sadly.

### **Mysterious Stranger Deeds:**

**Focused Aim:** Good for early Levels, ok for mid to late levels. Cha is your secondary Attribute, so on average, expect it to be giving +2-4 for most of the game. Replaces Quick Clear. Benefit is that it works on every shot you make until your next turn. try to get more attacks to maximize the 1 Grit cost. Grit reduction is interesting here. Considering you only need to spend 1 point for the entire round, you may find that you don't need to reduce it. You'll have to see how many kills you get in an average combat encounter.

**Clipping Shot:** Deal half your damage on a missed attack? Sounds good. Big downside is that it'll be expensive. Especially since at lvl 11+ you're going to have trouble hitting those whopping Touch ACs of 8. This will see limited use. Replaces Bleeding Wound : 'C

### **Musket Master Deeds:**

**Steady Aim:** +10' range as a Move Action as long as you have Grit will help you use your range effectively, but it will also stop you from using Dead Shot. Consider Vital Strike if you want to use this often. Good until lvl 6 then use Deadeye instead. Replaces Gunslinger's Dodge

**Fast Musket:** This is what makes your character function. Without this you wouldn't be able to make Full Attacks. 2H guns are Full-Round Action to reload, 1H guns are Standard. + Rapid Reload and Alchemical Cartridge = Free Action reloading. Replaces Utility Shot

## **Traits**

I'm only going to list the ones I find relevant to the gunslinger class. You should pick them based on your personal preference, backstory, and play style. I will recommend a few by **Bolding** them however.

### **Combat:**

Unpredictable Reactions: +1 to attack during surprise rounds.

Unblemished Barrel: +1 to Craft (alchemy and Weapons) and takes less time to repair a gun. Considering you can repair a gun as a move action it doesn't help much there though.

Vengeful: +1 damage against the last creature to hurt you.

Resilient: +1 to Fortitude Saves

**Reactionary:** +2 Initiative

Never Stop Shooting: You can continue Fighting when at 0HP

Killer: For you this means +4 dmg on crits.

Hard to Kill: Makes Stabilization Checks easier.

Black Powder Interjection: Gain 1 Grit 1/day when you interrupt a Spellcaster. Nice for the Support build.

Black Powder Fortune: +2 vs Curse, Fear, and Emotion effects. You have a bad Will save usually, so this will help.

Black Powder Bravado: Lets you reroll a missed Deed attack 1/day

**Anatomist:** +1 to Crit confirmation

**Ambush Training:** +1 to Initiative and Damage during surprise rounds that you can act in.

### **Regional:**

Armor Master: reduce Armor Check Penalties by 1

Bandit: +1 to Escape Artist, Intimidate, or stealth and one becomes a class skill. Good if you want to be a Rogue build.

Bounty Hunter: +1 to Survival and Perception situationally.

City Defender: +1 to confirm ranged criticals

Lair Snake: +1 to appraise and +200 starting Gold

On Guard: +1 to initiative and you can Draw your weapon for free during the surprise Round.

Quick Reactor: +1 to Reflex Saves

Region's Finest: +1 to confirm criticals

### **Religion:**

Defensive Strategist: prevents you from being Flat-Footed during surprise rounds

Devotee of a Dead God: +1 to Diplomacy and Kn: Religion and one becomes a Class Skill. Both are decent skills to have and if you are being a Face then Diplomacy is good to grab here.

Veteran of battle: +1 to initiative and you can Draw your weapon for free during the surprise Round.

Strong Willed: +2 vs Charm and Compulsion. You have a bad Will save usually.

Fate's Favored: This is a good trait to take. If you have a luck bonus it is automatically boosted by 1.  
See: Stone of Good Luck for a nice way to get +2 to a bunch of things

Light Sleeper: Easier to make Perception checks while sleeping

Furious Vengeance: 1/day get +1 to Attack and possibly to Damage.

Frightening Speed: You can Move 5 extra feet during Combat Maneuvers 1/day

### **Equipment:**

Stealthy Escape: Substitute your Sleight of Hand for Escape Artist Checks and get +2 to look like you are still bound. Good for the Rogue Build.

### **Magic:**

Magical Knack: +2 Caster lvls. Useful if you decide to Multiclass

Pragmatic Activator: Use Int instead of Cha for Use Magic Device rolls.

### **Social:**

Acrobat: +1 to acrobatics and reduces accelerated climbing penalties.

Adopted: Lets you get traits from other races.

Criminal: +1 to Disable Device, Intimidate, or Sleight of Hand and it becomes a Class Skill. Rogue builds benefit here.

Friend in Every Town: +1 to Kn: Local and Diplomacy and you can get Diplomacy as a Class Skill. Good for Face characters.

Friends in Low Places: Easier to get info from the poor

Law Enforcer: +2 to Sense Motive and you get some nice Cuffs.

Ordinary: +4 to hide in crowds

Rich Parents: Starting Wealth is 900g

Signature Moves: Masterwork item worth <900g and +1 to Bluff and Intimidate when you wield it.

## Feats

If the Feat works well (**Green**+) for a specific Role other than a Striker I will notate with: **(U)** Utility/support, **(S)** Stealth, or **(F)** Face. **(G)** = Signature Deed candidate.

### **Grit Feats**

**Deft Shootist:** You shouldn't be in melee range if you can help it. This is a decent Feat, but I would say you should avoid it and focus on not letting the baddies this close in the first place. There are better things you can do with 3 feats.

**Extra Grit:** If you find yourself lacking in Grit then here you go. Personally I think you'll find that it's fairly easy to make those kills and regain grit. Even without active deeds you are strong enough to get by with a single point for quite a while.

**Fabulist:** Chances are you won't find many chances to use this. **(F)**

**Gun Twirling:** Being able to make a Feint is nothing special. The real seller here is the second part. Free action holstering. This means dual wielding guns. With guns, you need one hand to reload, which means dropping the gun or holstering it.

**Leaping Shot:** You get to pull a John Woo. If you aren't using two guns then all you are doing is spending Grit to fall down. However, with two guns you get to make two attacks and move in one turn. If there was a convenient way to boost the damage then this would be much better. **(G)**

**Named Bullet:** Too Specific to be worthwhile. Besides you can get a scroll, wand, or wizard friend if you want the effect on the fly.

**No Name:** **(S)**

**Ricochet Shot:** If you are making a Sniper build or if you find enemies often have cover available then you will find more use for this.

**Secret Stash:** Just make yourself enough ammo or get an abundant ammunition enchantment.

**Signature Deed:** Reduce the cost of a Deed by 1 Grit. This is probably one of the best feats you can take.

## Combat

**Armor Proficiency:** You don't want to be in anything but light armor.

**Rapid Reload:** This is the first step in getting you to Free Action reloading.

**Quick Draw:** Free Action to Draw your gun and pairs with Gunslinger's Initiative.

**Deadly Aim:** Trading to hit for damage is your speciality.

**Point Blank Shot:** +1 to attack and dmg within 30' and is a prerec for many other feats.

**-Precise Shot:** Now you can shoot into melee without taking -4.

**-Clustered Shots:** Total all your damage for the round before applying DR.

**Note:** If Massive Damage Rules are being used this is a nice way to gib bosses.

**-Bullseye Shot:** Move action to get +4 to hit. You don't usually need + to hit.

**-Reckless Aim:** This is dangerous because you might team kill and you don't usually need bonuses to hit.



**-Far Shot:** If you are going Musket Master/Sniper, this could be helpful. Better to just get a distance enchantment though.

**--Rapid Shot:** -2 to hit +1 attack this round.

**-Snap Shot:** AoO within 5'

**-Improved Snap Shot:** Now within 15'

**-Greater Snap Shot:** The bonus to damage and confirmation are decent, but not amazing.

**--Improved Precise Shot:** Targets no longer get cover/concealment against you unless it is total cover/concealment.

**-Pinpoint Targeting:** you already do this on Every attack.

**Weapon Focus:** +1 to hit with chosen weapon. Nothing special on it's own, but it's a prerec for a lot.

**-Prone Shooter:** John Woo may benefit here somewhat.

**-Dazzling Display:** you can make an AoE intimidate check. Prerec for Gun Twirling if you want that.

**--Shatter Defenses:** If you're going the Dazzling Display rout then this isn't a bad stop. after the first hit you'll be targeting Flat Footed Touch AC.

**Vital Strike (Improved and Greater):** Dead Shot is better for you, because it doesn't cost you feats or Grit. Benefit is that it's only a standard action this way and you automatically get all the extra dice.

**-Devastating Strike (Improved):** If you have Pursued Vital Strike then you may as well pick this up. Improved is less useful

**Two Weapon Fighting (Improved and Greater):** I don't recommend going this route, but if you want to then you will need these. Coat Pistols weigh the same as a Dagger, so they should be Light Weapons.

**-Two Weapon Defense:** +1 Shield Bonus.

**Bludgeoner:** If you want to do non-lethal damage for some reason firearms do count as bludgeoning.

**Combat Expertise:** You don't make melee attacks so you can't use this.

**-Gang Up:** If you are willing to make the sacrifice for Combat Expertise and reliably have two melee characters in the party then this is a nice way to get flanking from a distance. But I don't recommend going this way unless you are building a Ninja Multiclass.

**-Outflank(Teamwork):** Increase flanking bonus to +4. Pair this with Gang Up and you can trade a lot of Attack Bonus for Damage. **(U)(S)**

**Combat Reflexes:** You can make a lot of AoOs now. Too bad you don't threaten anything until you get more feats.

**-Bodyguard:** Trade an AoO to give an adjacent Ally +2 AC **(U)**

**Critical Focus:** +4 to confirm crits. This means you are almost certain to regain grit.

**-Critical Feats:** You don't critical often, so don't spend the feats here.

**Dodge:** +1 AC and is a Prerequisite for a few nice feats.

**-Mobility:** Ideally you won't be getting close enough to need this usually.

**--Combat Patrol:** Only take this if you are going with the Snap Shot line and are **(U)**

**--Shoot on the run:** Similar to Leaping shot, but you don't fall down after and only get one attack.

**--Wind/Lightning Stance:** If you are making a build focusing on moving and shooting this is for you. Otherwise you're just losing out on attacks. Important to note that it's only good against Ranged Attacks.

**Improved Initiative:** +4 Initiative will help you to ensure that you are the fastest gun in the west.

**Hammer the Gap:** Cumulative Damage bonus. Very good for Pistoleros, still good for everyone else. If you are using double pistols this can be obscene

**Mounted Combat:** If you are going for a Mounted Gunslinger then you need all of these. I don't recommend though.

-Trick Riding: Auto-Pass ride checks. Prerec.

-Mounted Archery: Reduce mounted ranged combat penalties.

-Mounted Skirmisher: Lets you Full Attack while Mounted

**Toughness:** Extra Health isn't anything to die for. (see what I did there)

**Blind-Fight (Improved and Greater):** Prerec for Ricochet Shot and Moonlight Stalker line, but they specify melee so it's not for you.

-**Moonlight Stalker:** +2 atk & dmg when concealed. Sniper builds benefit.

--**Moonlight Stalker Feint:** Swift action to Feint target. Only benefits you if you're a melee character.

--**Moonlight Stalker Master:** You can use concealment better.

**Improved Critical:** This is the only way to increase your crit range.

**Agile Maneuvers:** You've got a high dex mod and a low str mod, so if you want to do Combat Maneuvers you'll need this.

**Improved Unarmed Strike:** You won't be making Unarmed attacks hopefully. This is a prerec for Deflect Arrows though.

-**Deflect Arrows:** Negate one ranged attack (including bullets) per round. If you are in a campaign where there are a lot of other gunslingers this could be more useful.

--**Snatch Arrows:** Don't bother.

**Goblin Gunslinger:** Let's you use Medium Firearms as a Goblin.

**Kobold Sniper:** If you are one then this is good.

**\*3rd Party Feat\* Sniper:** Allows you to use stealth again after making a ranged attack.

**\*3rd Party Feat\* Improved Sniping:** Exactly the same as Kobold Sniper but no race requirement.

**\*3rd Party Feat\* Master Sniper:** Further improvements to Sniping.

**Many Shot:** Doesn't work with Guns.

**Osyluth Guile:** When Fighting defensively you can add your Cha mod to your AC

**Siege Commander:** +4 to assemble/move and assemble in half the time. Siege Gunners only

**Siege Gunner:** you get to use larger cannons without penalties.

**Cannon Master:** Probably won't need it because of quick clear and Gun Training.

## General Feats

**Acrobatic:** Bonus to Acrobatics and Fly.

**Additional Traits:** If you need them for some reason.

**Agonizing Obedience:** If you take this at higher levels it could be useful with the Flensing Agony.

**Acrobatic Steps:** 20' of Difficult Terrain ignored is very nice. however as I said before, you don't usually need to do that much moving.

**Alertness:** Bonus to Perception and Sense Motive. You probably won't need it though.

**Antagonize:** A good way to get creatures to attack you and provoke AoOs if you go the Snap Shot route.

**Arcane Vendetta:** if you are trying to lock down casters this can help, but there are better ways.

**Athletic:** Bonus to Climb and Swim

**Deft Hands:** Bonus to Disable Device and Sleight of Hand. **(S)**

**Dilettante:** With a couple ranks in each knowledge skill you get a lot of free bonus from this. **(U)**

**Disorienting Maneuver:** Bonus to attack when you use Acrobatics is decent for pistoleros, but as always, you don't usually need bonuses to attack.

**Divine Deception:** +5 to UMD for Divine items. **(U)**

**Deny Death:** If you Multiclass Ninja you can use this, but i'd say pass.

**Eagle Eyes:** If you are making a Sniper then this is useful.

**Eclectic:** If you plan on Multiclassing and didn't go Half-Elf for some reason.

**Endurance:** Some minor benefits.

**-Diehard:** Try not to need this. Prerequisite for several other feats though.

**-Fast Healer:** Or this.

**Eschew Materials:** Theoretically you could use this to create bullets or the components needed to make cartridges. But it's probably not gonna fly.

**Fast Crawl:** If you plan on using the Leaping Shot Deed then this is a Must.

**Fleet:** Movement Speed increases by 5'

**Great Fortitude (and Improved):** You have a decent enough save already.

**Lightning Reflexes (and Improved):** Not worth it this should be high as it is.

**Iron Will (and Improved):** You have a weaker Will Save, so +2 is welcome.

**Gunslinger:** Seems redundant. But it's quite good for you seeing as you can't get Point Blank Master.

**Ki Stand:** If you make a John Woo Build this is a nice way to get up after your dive.

**Leadership:** If your DM lets you, then this is great for Mysterious Strangers and is almost Mandatory for Siege Gunners.

**Magical Aptitude:** Bonus to Spellcraft and UMD. **(U)**

**Prodigy:** Bonus to two skills. Maybe if you are a bad siege gunner.

**Sharp Senses:** +4 to Perception. You should have plenty.

**Skill Focus:** This can go a long way considering how many skill points you get. **(U)(S)(F)**

**Squire:** See Leadership. You might get this one though. For Siege Gunners this is **Blue**

**Stealthy:** Bonus to Stealth and Escape Artist **(S)**

**Nimble Moves:** Moving on difficult terrain shouldn't be terribly important to you considering you can usually set up shop on one end of the fight and not worry about moving.

**Wand Dancer:** let's you move, use a wand, and avoid an AoO. (U)

## Local

**Cosmopolitan:** Gain 2 languages, and choice of 2 Int, Wis, or Cha Skills to become class skills.  
(U)(S) for (F) this is Blue

**Focused Shot:** It says bow/crossbow only, but I don't see why you couldn't use it too. Ask the DM. If Yes then Green for builds with decent Int scores.

**Parting Shot:** Shoot while withdrawing.

**Godless Healing:** Self Heal for 1d8+lvl isn't bad early on, but mid-late it'll feel very wasted. If you are in a Campaign with minimal options for healing then this might be worth it though.

## Archetypes

I am going to address; Class features, Ideal roles, and Strategies for the following Archetypes. There are others, but these are the most common archetypes.

### Gunslinger:

Plain old ordinary gunslinger. The benefit to the Default is that it is the most versatile due to Gun Training and proficiency with All Firearms. The Gun Training Class Feature gives you the ability to use multiple types of firearms effectively. Versatility is the specialty of the Default gunslinger. If you intend to mix it up, using a variety of guns in a plethora of situations this is likely the way to go, but if you want to use a specific type of firearm then consider pistolero or musket master.

Gunsmithing allows you to make your own guns and ammo at extremely cheap prices. 10% ammo cost and 50% gun cost makes it so you can actually afford to use your 1g/shot weapons and to acquire new ones as needed.

You get all the Standard Deeds.

For build strategies I suggest you see the other sections for ideas as your goals are roughly the same here, but you should be taking a little bit from both Pistolero and Musket Master.

### **Pistolero:**

The Pistolero trades proficiency with all Firearms for proficiency with only One Handed Firearms. If you want to be Clint Eastwood and run around close up with a pistol then here's the ticket.

You replace the Deadeye Deed at lvl 1 with one of the best deeds in my opinion. Up Close and Deadly will be your primary tactic and the focus of your play. The Deed adds +1d6 dmg on a hit and half on a miss. (That's right. You still deal damage even if you miss.) the damage increases by 1d6 every five levels and it stacks with sneak attack if you have it.

You will get Deadeye eventually though. Replacing Startling Shot at lvl 7.

Downside though is that you trade a great Deed (Bleeding Wound) for Twin Shot Knockdown. Knocking a target prone at a distance is still quite nice though and you'll have plenty of chance to take advantage of it.

Instead of Gun Training you get Pistol Training. It is functionally similar (misfire penalties are mitigated, and you gain damage bonuses) but it's bonuses only apply to One-Handed Firearms. The best part is that at lvl 13 you lose the ability to misfire with One-Handed Firearms.

The Pistolero's strength comes from his Up Close and Deadly deed. Knowing this, we have to ask what our best way to take advantage of it is. The answer is that we want to apply it to every attack we make and we want to do it as much as possible.

### **Musket Master:**

The Musket Master is the Two Handed version of the Pistolero. He gains Proficiency with Two-Handed Firearms instead of All and he is good at a distance.

You gain Rapid Reload as a free bonus feat at first level, which is very nice considering muskets take a full round to reload otherwise.

You swap Gunslinger's Dodge and Utility Shot for Steady Aim and Fast Musket respectively. Both trades are in your favor however.

Musket Training Replaces Gun Training and gives the same benefit as Pistol Training (above) except for Two-Handed Firearms.

The Musket Master functions at great distance easily and I recommend doing so when you can. Steady Aim is not as good as Deadeye (50' vs 80'+) for you if you want to make the Musket Master into a sniper, but it will likely see more use than Deadeye as you probably won't be further than 50' typically and it costs no Grit to use. The goal here is to take advantage of our d12 damage dice. We do this by using the Deadshot Deed and getting feats that make the most of dealing a single hit.

There are also other ways to take advantage of that d12 though. Such as applying debuffs or other penalties.

### **Mysterious Stranger:**

The Mysterious Stranger's core feature is that he swaps the source of his Grit from Wisdom to Charisma. This is the factor that leads to such a great utility character. You can Easily Multi-class with Sorcerer, Bard, Oracle, Summoner, Paladin, or Ninja.

The way I feel the Mysterious Stranger benefits the group most is as a utility and support character. You can bodyguard your casters, lock down enemy casters, provide distance support to the melee guys with targeting, use wands and scrolls to aid the party in and out of combat, etc. You will benefit from strategies which either give you Spell Utility or Rogue-like skill support. I advise Multiclassing in order to optimize these roles, but you are certainly capable without doing so.

You gain two deeds which are ok and lose out on two deeds which are better. You will be doing more damage early on than other Archetypes because you get to add Cha to dmg with Focused Aim. This deed will benefit you in similar ways to the Pistolero's Up Close and Deadly, where the more attacks you make the more damage you'll get out of it. It only costs one Grit for the whole round too.

### **Siege Gunner:**

This is not exactly an Archetype I would recommend, but it seems popular no less and there are ways to make it work. First off a bit of advice though, Ditch the idea of using a Fiend's Mouth Cannon. Sure, it does the most base damage dice. But it takes exponentially more resources to operate it. Just stick with a regular cannon and thank me later.

Still don't believe me?

Fiends Mouth = 3 crew and Huge Size.



Min. Weight 2,000Lbs. Space requirement 10'x15'

Cannon = 2 Crew & Large Size.

Min. Weight 500Lbs. Space requirement 5'x10'

It's the difference between a lvl 20 floating disk and a lvl 5 if you want to transport it that way.

You can operate a normal cannon with one aid. I will suggest Unseen Servant or perhaps a Squire or Cohort if allowed.

"But Unseen Servant can only lift 20Lbs and Cannon Balls weigh 25Lbs!" Very true Reader. I however have devised a brilliant strategy to overcome this obstacle. Mithril Cannon Balls. "An item made from mithral weighs half as much as the same item made from other metals." Yes, they cost ~500g each. However, the spell Abundant Ammunition and the 1/round you'll be firing the thing make that just fine. Pick up a handful and a bag of holding and you'll be set. Also, use (Mithril)Blast Shot if you want to make AoE attacks.

Use Dead Shot to make the most of your ridiculous base dice. You won't benefit from things like Rapid Shot or Haste until fairly late in the game, but Dead Shot doesn't use those anyway.

If you have a Squire or Cohort and they also have rapid reload or if you are using alchemical cartridges (I don't see why you couldn't other than balance issues.) you may be able to expedite the reload process somewhat once you hit lvl 8. Also check out Beneficial Bandolier as it may allow for some shenanigans.

Also note that until around lvl 8 you will be rather disappointed with yourself and I recommend you use a non-siege weapon until then.

Also try to buy a scroll of shrink item and a scroll of permanency whenever you can as this will allow you to transport the cannon much easier.

When not using a Siege Engine you will probably find that using a Blunderbuss or Dragon Pistol will be most effective.

For the Build below you will see that I recommend Vital Strike even though I earlier said that Dead Shot was a better option. This is because reloading a Siege Weapon takes at best several move actions. This will likely end up with you not having a Full-Attack. Because of that Vital Strike will end up better for you often.

# Notes on Multiclassing

Typically this section will apply most for Mysterious Strangers, but other builds may benefit too.

- Pistoleros will probably find their best window for Multiclassing is from lvls 6-10
- Musket Masters: 9-13
- Mysterious Strangers: 5-9
- Siege Gunners: 3-7

A **2-5 lvl dip** in any of the following classes will be adequate.

I will list what class features are gained at each level for these classes. If a level is omitted it receives nothing at that level.

-Sorcerer: You get access to a good spell list and spontaneous casting, as well as Several useful class skills and some Bloodline Powers (I suggest Destined.)

- lvl1: Bloodline Power, Cantrips, Some lvl1 Spells
- lvl3: 2nd Bloodline Power and 1st Bloodline Spell
- lvl5: Another Bloodline Spell and a few lvl2 Spells

-Oracle: Also gets you spontaneous casting and a good spell list. Curses might be tough for you, Haunted isn't so bad though.

The Battle Mystery Revelation: Weapon Mastery will get you 3 free feats.

- lvl1: Revelation, Orsions, lvl1 Spells
- lvl2: Mystery Spell
- lvl3: 2nd Revelation
- lvl4: 2nd Mystery Spell, lvl2 Spells

-Bard: All the Knowledge Skills, Disguise, Perform, UMD, Spellcraft, Stealth, Linguistics, and Escape Artist as class skills. You get access to bardic Performances, and Spells as well. Detective Archetype is decent.

- lvl1: Bardic Knowledge, Inspire Courage, Fascinate, Bardic Performance, and more.
- lvl2: Versatile Performance and some decent bonuses to saves.
- lvl3: Inspire Competence
- lvl5: Inspire Courage +2, Lore Master, and some 2nd lvl spells

-Summoner: Gets you an Eidolon which can be a great aid depending on how you go about using it's evolutions. It could easily serve as another crewman on your canon with the biped base form. You get access to some spells and you can use summon monster a few times a day for support.

- lvl1: Cantrips, Eidolon, Summon Monster I

- lvl2: Eidolon gets Evasion
- lvl3: Summon Monster II
- lvl4: Shield Ally, 2nd lvl spells
- lvl5: Summon Monster III, Eidolon gets an Ability Score Boost and 8 evolution Points.

-Paladin: A few levels will get you a lot of benefits. Notably, Cha added to all saves, enhanced Will Saves, and no hit to your BAB or Hitpoints.

- lvl1: Smite Evil, Armor Proficiency, Detect Evil
- lvl2: Divine Grace, Lay on Hands
- lvl3: Aura of Courage, Divine Health, Mercy
- lvl4: Channel Positive Energy, Smite Evil 2/day, Spells
- lvl5: Divine Bond

-Ninja: 8+Int skill points and a lot of good Class Skills.

Suggested Tricks: Combat Trick, Bleeding Attack, and Rogue Talent

- lvl1: Sneak Attack 1d6
- lvl2: Ki Pool, Ninja Trick
- lvl3: Sneak Attack 2d6
- lvl4: Ninja Trick, Uncanny Dodge
- lvl5: Sneak Attack 3d6

-Fighter: This is a reasonable means of picking up a few extra feats if you need to. It will also give you a boost to Fort saves. The Trench Fighter Archetype may benefit Mysterious Strangers significantly.

- lvl1: Bonus Feat
- lvl2: Bonus Feat, Bravery
- lvl3: Armor Training
- lvl4: Bonus Feat
- lvl5: Weapon Training

## Gear

Depending on your archetype and any multiclassing you'll do YMMV so I have not rated them, but here are some suggestions.

## Items:

Belt of Dexterity: Whatever you can afford, upgrading as you go.

Headband of Wisdom(or Cha): See above.

Masterwork Buckler: +1 shield bonus with no ACP. Enchant it if you want.

Darkleaf Leather Armor: This should last you almost the entire game. It is essentially 'Mithral Leather'

Mithril Armored Kilt: This could be added to your Armor. It depends if your DM rules that it will still make the armor Medium, which would disable a few of your abilities. However, you would take no ACP regardless.

Muleback cords: These are going to get you a nice boost to your carrying capacity. For 1,000g you'll be glad. Also, remember that you can add qualities to items as you go, so you can eventually get this with resistance etc if you like.

Heavyload Belt: You will want to add this to your +Dex belt if you need to, but otherwise Muleback cords are better for you.

**A Backup Gun:** Seriously, get a Coat Pistol or something and keep it just in case something happens to your Primary.

Spring Loaded Wrist Sheath: Put a Coat pistol in it and be a cool guy like Robert De Niro in Taxi Driver.

loun Torch: Slotless Everburning Torch for 75g.

Note: Get it Heightened to lvl4 and it'll dispel most darkness effects (200g)

loun Stone: Dusty Rose Prism gives +1 Initiative.

Wayfinder: With a Cracked Clear Spindle loun Stone you'll get some resistance to mind effecting abilities which is good considering your low Will save.

Floating Feather Token: This Consumable will let you Fly in a pinch.

\*Pouch of Abundant Ammunition: This is a Custom Item. Following the Rules for Magic Item Creation it's value is 4,000g. Persistent Abundant Ammunition on target bag.

Note: This spell only replaces non-magic ammo. However, "If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or greater *magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell." so enchant the bag with dry load or seeking afterwards why not.

Necklace of Adaptation: Encases your whole body in a bubble of fresh air. Can enable you to shoot underwater. (or in space, or lava, or cloudkill.)

Oil of Silence: Better than a knife. Lets the Stealth build function much better. It is a bit expensive though.

Boots of The Cat: Automatically land on your feet and take minimum fall damage.

Boots of Speed: Gain Haste 10 rounds/day. One of your best options

Beneficial Bandoleer: It's like an Efficient Quiver. If your DM allows the Abundant Ammo bag above you won't need this probably.

Endless Bandolier: An effective way to store some of your gear. Bullets get heavy quick. Haversack is probably a better investment.

Wand of Abundant Ammunition: Better than buying the bullets.

Cloak of Resistance: Bonuses to all your Saves.

Minor Ring of Spell Storing: This is a way to gain independent casting of Abundant Ammunition should you so desire.

Ring of Protection: AC is your friend.

Amulet of Natural Armor: You should have lots of friends.

Handy Haversack: Always a nice item.

Cape of the Mountebank: Let's you close the distance between you and a far target if you need to. If possible try to finagle one with multiple uses/day.

Ring of Wizardry: This will help you if you multiclass a few levels into an arcane caster.

Necklace of Ki Serenity: If you Multiclass Ninja this'll help get you some extra Ki.

Amulet of Hidden Strength: Ninjas will also benefit from this item.

Sniper Goggles: If you are making a Sniper Build then these are for you.

Stag's Helm: Like Sniper Goggles, but not quite as needed.

Ring of Revelation: Seeing as you'll only be grabbing a few levels in Oracle if you go that way this will help you get some extra oomph.

Hat of Disguise: Somewhat rogueish, but it's cheap.

Murderer's Blackcloth: Here is a Great way to get extra bleed damage from your Sneak Attacks if you Multiclass with Ninja.

Robe of Infinite Twine: There are plenty of Creative Uses for this

Ki Mat: Lets you regain Ki during the Day.

## **Enchantments:**

### **Armor**

Straight up Armor and Shield Bonuses will help you a lot and they aren't terribly expensive.

Some other options are: Determination, Invulnerability, Fortification, and Shadow.

### **Weapon**

Straight +X is often a good choice. If you get +3 it will out perform elemental on average.

Elemental (Shocking, Corrosive, Flaming, Frost): +1d6 on your attacks is nice. Especially for pistoleros and the like. Get a few of them if you want.

Note: Many enemies possess resistance 5 to elements so you might find a straight +1 is better.

Speed: This will net you a free attack each round. It doesn't Stack with Haste, but it does with Rapid Shot. If you don't have a reliable way to be hasted in your party this is good. It may also help the caster free up an action if he doesn't have to haste you.

Distance: Double the Range Increment of your Firearm? Yes Please!

Reliable (and Greater): Mysterious Strangers should almost always pick this up. Others can use Quick Clear.

Lucky (and Greater): Bonus Grit is nice, but I say get something that does Damage instead.

Holy/Unholy: See Elemental.

Seeking: No more Concealment bonuses for enemies. Probably better than Improved Precise Shot

Dry Load: Situationally useful.

Called: Bad guy takes your gun? Take it back.

## **Sample Builds**

All Builds will assume a Human Character with no Multiclassing.

### **Pistolero**

#### **Speed Shooter**

The build focuses on Snap Shot and on getting as many attacks in a round as possible.

- 1st Rapid Reload and Point Blank Shot
- 3rd Rapid Shot
- 4th Weapon Focus
- 5th Precise Shot
- 7th Snap Shot
- 8th Combat Reflexes
- 9th Deadly Aim
- 11th Signature Deed (Up Close & Deadly)
- 12th Improved Snap Shot
- 13th Clustered Shots
- 15th Hammer the Gap
- 16th Toughness
- 17th Greater Snap Shot
- 19th Improved Critical
- 20th Antagonize (Provoke them to trigger your AoOs)

## **John Woo**

The easiest way to do this will be to carry around a dozen guns and not worry about reloading.

1st Quick Draw and Two Weapon Fighting

3rd Dodge

4th Mobility

5th Leaping Shot

7th Fast Crawl (This will let you 5' while prone, before standing or shooting.)

8th Wind Stance

9th Acrobatic Steps

11th Signature Deed (Up Close & Deadly)

12th Improved TWF

13th Greater TWF

15th Deadly Aim

16th Point Blank Shot

17th Rapid Shot

19th Clustered Shots

20th Hammer the Gap

## **Dual Wielding**

1st Quick Draw and TWF

3rd Weapon Focus

4th Dazzling Display

5th Rapid Reload

7th Gun Twirling

8th Precise Shot

9th Improved TWF

11th Signature Deed (Up Close & Deadly)

12th Greater TWF

13th Clustered Shots

15th Hammer The Gap

16th Shatter Defences

17th Deadly Aim

19th Improved Critical

20th Critical Focus

## **Musket Master**



## **Sniper**

- 1st Deadly Aim & Point Blank Shot (or Kobold Sniper/Improved Sniping)
- 3rd Precise Shot
- 4th Improved Initiative
- 5th Blind Fight
- 7th Ricochet Shot
- 8th Skill Focus(stealth)
- 9th Improved Critical
- 11th Signature Deed (Dead Shot)
- 12th Extra Grit
- 13th Critical Focus
- 15th Bleeding Critical
- 16h Improved Precise Shot
- 17th Toughness
- 19th Iron Will
- 20th Far Shot

## **Ninja Multiclass**

I felt that the feat progression should be addressed for this particular MC.

20-Point Buy is slightly different

Str 7, Dex 16, Con 11, Int 13, Wis 14, Cha 14

- 1st Point Blank Shot & Deadly Aim
- 2nd Precise Shot
- 3rd Rapid Shot
- 4th Combat Expertise
- 5th Gang Up
- 6th Ninja lvl1
- 7th Ninja lvl2; Vanishing Trick or Rogue Talent(Fast Stealth/ Weapon Training), Extra Ki
- 8th Ninja lvl3
- 9th Ninja lvl4 Combat Trick(Improved Critical), Critical Focus
- 10th Ninja lvl5
- 11th Extra Grit
- 12th Bleeding Critical
- 13th Skill Focus (Stealth),Improved Initiative
- 15th Weapon Focus or Eagle Eyes
- 17th Signature Deed (Bleeding Wound), Improved Precise Shot

-19th Toughness

## **Mysterious Stranger**

### **Utility Caster**

Take several Ranks in UMD and consider Multiclassing Sorcerer, Oracle, or another spell casting class.

- 1st Rapid Reload & Cosmopolitan (Spellcraft and UMD)
- 3rd Point Blank Shot
- 4th Precise Shot
- 5th Divine Deception or Skill Focus(UMD)
- 7th Dodge
- 8th Mobility
- 9th Wand Dancer
- 11th Signature Deed
- 12th Rapid Shot
- 13th Deadly Aim
- 15th Weapon Focus
- 16th (If you MC consider craft wand, etc) Snap Shot
- 17th Combat Reflexes
- 19th Improved Snap Shot
- 20th Improved Initiative

### **Support/Bodyguard/Control**

Your Goal here is Battlefield Control. You buff and debuff, protect allies, lock down casters, and prevent enemy movement.

- 1st Rapid Reload & Point Blank Shot
- 3rd Rapid Shot
- 4th Weapon Focus
- 5th Combat Reflexes
- 7th Snap Shot

- 8th Gunslinger
- 9th Improved Snap Shot
- 11th Signature Deed(Targeting)
- 12th Combat Expertise
- 13th Gang up
- 15th Outflank
- 16th Dodge
- 17th Mobility
- 19th Combat Patrol
- 20th Body Guard

## **Siege Gunner**

You'll want to use a Blunderbuss until around 9th lvl, then pick up a cannon.

- 1st Rapid Reload & Point Blank Shot
- 3rd Precise Shot
- 4th Siege Engineer
- 5th Gun Training (Two handed firearms) Focused Shot (if you can) or  
Deadly Aim
- 7th Siege Gunner
- 8th Master Siege Engineer
- 9th Gun Training (Siege Engines), Leadership (or similar feat.) or Improved Critical
- 11th Signature Deed (Dead Shot)
- 12th Vital Strike
- 13th Improved Vital Strike
- 14th Critical Focus or Improved Critical (if you didn't take it earlier.)
- 15th Improved Precise Shot
- 16th Greater Vital Strike
- 17th Toughness or Critical Focus
- 18th Devastating Strike
- 19th Improved Initiative
- 20th Iron Will