

Handcannoneer

The siege breaking abilities of a handcannoneer gunslinger are an especially welcomed addition to any army trying to expand its territory. Heavy weapons specialists and adepts of large firearms that most gunslinger would consider as too unwieldy even in the best conditions, handcannoneers are strong-willed individuals ready to break any barrier standing in the way, even if it requires to literally ground some puny strongholds. For the same reasons, handcannoneers make appreciated companions in adventuring groups, if only for their ability to shatter doors and bones with fire and steel.

Weapon and Armor Proficiency: A handcannoneer is proficient with all armors, she also gains proficiency with the culverin and with firearm siege engines. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with one-handed firearms and two-handed firearms.

Gunsmith: A cannoneer receives a culverin as her battered firearm at 1st level ; often rusty and old, or brand new but rejected for its imperfection by its original crafter. This culverin is of lighter design than usual, reducing its medium weight to 30 lbs. Its misfire range is 1-3 until repaired to masterwork state, which can be done by spending 1500 gp through the Gunsmith feat. To fire her culverin against a single target, a cannoneer must load four doses of blackpowder and a single, small cannonball (base price 10 gp, 1 lb) in her firearm.

Deeds

A handcannoneer swaps several deeds for the following:

Legs of Steel (Ex): Beginning at 1st level, the handcannoneer's sturdy legs grant her with several benefits when handling firearms and their recoil. The handcannoneer never falls prone from firing a two-handed firearm without support. In addition, if she does not move from her square before firing such weapon during her round, she adds her Wisdom modifier as a bonus to the attack roll (although she still suffers the normal -4 penalty to attack rolls) and may spend 1 grit point as a free action to prevent a misfire. The handcannoneer also adds her Constitution modifier to her Strength score to determine her carrying capacity. She must have at least 1 grit point to use this deed. This deed replaces the gunslinger's dodge deed.



Emergency Reload (Ex): At 1st level, the handcannoneer receives the Rapid Reload feat for culverins, double hackbuts and firearm siege weapons. She must have at least 1 grit point to perform this deed. Alternatively, if the handcannoneer spends 1 grit point to perform this deed, she can reload a culverin or double hackbut as a swift action at the end of her round, once her actions for the round are resolved.

Expert Siegebreaker (Ex): At 3rd level, a handcannoneer may use her culverin as a portable ram. She knows by experience how to use her toughness and wits to strike hard at the best place, adding both her Constitution and Wisdom modifiers for the purposes of break DCs with this ram instead of her Strength modifier. Performing this deed costs 1 grit point. This deed replaces the pistol whip deed.

Trick Ammunition (Ex): At 3rd level, a handcannoneer increases her gunsmithing skill, allowing her to craft specific cannonballs to deal with dire situations. She may craft the following ammunition by using the Gunsmithing feat at the indicated crafting price (which includes the mandatory cost of the masterwork property). She learns 1 ammunition blueprint she may craft, then adds another one at 5th level then every two levels later, up to 9 ammunition blueprints at 19th level. A cannoneer must spend 1 grit point as part of the action required to fire a special cannonball, otherwise the misfire range of her firearm increases by 4 for this attack. This deed replaces the utility shot and targeting deeds.

- **Ballista Shot (320 gp)**: A ballista shot looks like a sharp harpoon. It deals piercing damage with a 18-20x2 multiplier. On a critical hit with a ballista shot, the cannoneer may attack the following creature in the line as an attack of opportunity with a cumulative -5 penalty to attack by previously pierced target.
- **Explosive Ball (310 gp + special)**: This hollow cannonball filled with 4 doses of blackpowder shatters on a hit. It increases the weapon's misfire range by 2 and deals fire damage equal to the attack's base damage dice (including the damage dice granted by the deadshot deed, the vital strike feat chain or a critical hit, if any) to all creatures within 5 feet of the creature or square hit (halved on a successful Reflex save, a creature hit by the cannonball attack roll automatically fails this saving throw). A handcannoneer may spend feats to select alchemist discoveries applying to his bombs, using her level -2 as her alchemist level, allowing her to modify her explosive balls with this discovery by increasing the ball's base price by 650 gp (in which case the explosion becomes a supernatural effect). Alternatively, the cannonball may be filled with an alchemical component or with gas poison, replacing the 40 gp powder.
- **Chain Bolas (350 gp)**: Chain bolas are loaded as cannonballs into the barrel of a large firearm, and are often used toward ship masts. They must be enhanced as separate weapons and not as ammunition. They ignore the hardness of wood items, and entangle any creature hit with them. To burst out of these chains, a creature must perform a DC 26 Strength check or destroy them (AC 10, 10 hardness, 10 hit points).
- **Momentum Shot (330 gp, 2lbs)** : This heavy ball halves the weapon's range increment. On a hit, the target suffers damage as normal and is subject to a ranged bull rush or trip maneuver (the handcannoneer's choice) that does not provoke attacks of opportunity, using the original attack roll as combat maneuver roll (creatures that have four or more legs, or immune to trip attacks are immune to this effect).

- Rubber Cannonball (320 gp): This ammunition receives a -2 penalty to attack rolls but deals nonlethal damage. It may be used by rebounding it on walls, as if using the Ricochet Shot deed feat. There is a 50% chance to recover this ball after a shot. On a critical hit, the target is sickened for one round.
- Thundervolt (500 gp): This ammunition increases the misfire chance by 1 and turns a normal attack into a 30 foot line dealing electricity damage equal to the attack's normal damage on a hit (including the damage dice granted by the deadshot deed or the vital strike feat chain, and damage from feats like deadly aim, if any). A successful Reflex saving throw halves this damage; if using feats or ability that inflict a penalty to attack rolls (like deadly aim or fighting defensively), this penalty to attack rolls is applied to the Reflex DC instead.
- Pot Bomb (410 gp): When using this fragmentation ammunition with the mortar deed, the range of the explosion expands to 10 feet instead of 5 feet. The handcannoneer may put an alchemical component into the bomb (like an alchemist's fire or holy water), on a direct hit, the cannonball inflicts the effects of a direct hit from this alchemical component in addition to normal damage.
- Overload charge (350 gp): This self-firing ammunition is incredibly dangerous to fire, and is to be used only as a last resort. Firing this ammunition always breaks the weapon after the attack roll is resolved, although the weapon may be fired as an immediate action when the wielder is put to 0 hp. and deals damage to its wielder as if it exploded. If the attack roll is a misfire, the firearm explodes but is reduced to 1 hit point instead of being destroyed, dealing maximum damage. When firing with an overload charge, the attack deals damage as if the weapon was one size category larger.
- Sound Wave (400 gp): This ammunition produces a ear-breaking sound cone akin to a loud bang channeled through a horn. This ammunition deals sound damage to unattended objects and to constructs within its area of effect. If creatures within this area fail a Fortitude saving throw, they are deafened for a number of rounds equal to the wielder's Wisdom modifier.
- Schrapnel (400 gp): This ammunition doesn't seem to inflict much damage next to cannonballs, but the power of its many small, sharp projectiles badly cripple any creature they pass through. Schrapnel is used as a scatter attack and only deals piercing damage equal to the handcanonneer's Wisdom modifier, although each creature hit also suffers this amount as bleed damage (bleed is not multiplied on a critical hit).
- Shot Shell (310 gp): This ammunition can only be fired in melee as a scatter attack, but it deals double damage on a hit.
- Magnet (350 gp): This ammunition receives a +1 bonus to attack rolls against creatures wearing metal armor or made of metal. On a hit, such target must perform a Reflex saving throw or become stuck to this cannonball. Each cannonball is positively or negatively infused : a positive charge reduces the wielder's AC by 1 against melee attacks made with metal weapons, while a negative charge reduces the wielder's attack rolls with metal weapons by 1. If two adjacent creatures are stuck each to a negative and positive charge, the cannonballs rejoin and lock their victims together, doubling their penalties and forbidding movement outside of the other creature's area. A Strength check is performed to remove the

cannonball.

- **Blank Projection (310 gp):** This self-firing ammunition deals no damage but grants a boost to the wielder's next attack roll. Firing this shot provokes no attack of opportunity, but it grants a free 5-foot step to the wielder (though she doesn't have to take this step) and allows her to slam her weapon against an adjacent enemy at the end of her movement. The handcannoneer uses her Dexterity modifier to the attack roll of this melee attack.

- **Net Thrower (310 gp):** This hunting ammunition throws a net that entangles an enemy on a hit. The net may be enhanced separately as a melee weapon, and is tied to the firearm by a rope. An entangled creature attempting to move you out of the rope's range must perform a Strength check opposed to your Constitution check as you firmly hold onto your weapon.

Mortar (Ex): At 3rd level, as a move action that provokes attacks of opportunity, the handcannoneer may spend 1 grit point to use her weapon as a mortar by setting it toward the sky. The range of her firearm is doubled, though she may not fire her weapon toward enemies within her weapon's normal first range increment without spending another move action to aim it back toward close targets. A mortar acts like a catapult, in that there must be enough space to fire, the handcannoneer must hit the square's AC, and the target is allowed a Reflex saving throw for half damage (DC 10 + $\frac{1}{2}$ the handcannoneer level + her Wisdom modifier). This deed replaces the gunslinger initiative deed.

Deadshot (Ex): At 6th level, the handcannoneer may perform the deadshot deed as long as she has at least 1 grit point in her pool. She is unable to load her weapon fast enough to perform a full-round attack or use feats like rapid shot, but using this deed does not cost her grit points. The handcannoneer may spend 1 grit point to perform this deed as a standard action, albeit at a -2 penalty to attack rolls and misfire range. When using ammunition whose effect depends on the result of her attack roll during a deadshot, the handcannoneer uses the highest roll of her deadshot.

Recoil Slam (Ex): Starting at 7th level, when firing a culverin or double hackbut as a ranged attack without support, a cannoneer may spend 1 grit point to perform a single melee attack of opportunity against another adjacent creature as her weapon's recoil sends it flying in the creature's body. If the target of the melee attack is opposite to the target of the ranged attack (for example, if both targets were flanking the handcannoneer), or if the handcannoneer moves 5 feet with his legs of steel deed before coming close to the creature, this attack roll receives a +2 bonus. This attack deals 1d10 damage with a 20x2 multiplier ; on a successful hit, opponents are also hit with a free bull rush attack, using the handcannoneer's attack roll as the combat maneuver check. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. This deed replaces the startling shot deed.

Hold Positions (Ex): At 11th level, as long as the handcannoneer has at least 1 grit point and stands in the square where she started her round, she doubles the DR/- received from her heavy firearm training ability; and by spending 1 grit point as a swift action, she may treat the base damage of her firearm as if the weapon was one size category larger for the next attack. This deed replaces the lightning reload deed.

Heavy Gunner (Ex): Starting at 2nd level, a handcannoneer may use the Gunsmith feat to spend 8 hours increasing the maximum Dexterity bonus granted by her current armor by 1. Every four levels beyond 2nd level, she increases it by 1 (to a maximum total of +5 at 20th level). She also receives DR/- equal to half her level against attacks of opportunity provoked by firing or reloading her weapon in melee, this DR/- stacks with other DR/- sources. Both abilities only work when the handcannoneer is the one wearing this specific armor.

Heavy Firearm Training (Ex): At 5th level, a handcannoneer gains a bonus on damage rolls with culverins, double hackbuts and siege weapons equal to 1/1-2 her Dexterity modifier. When firing while threatened by a creature, the handcannoneer treats her weapon as one size category larger for the purpose of determining its damage roll, and she does not suffer the normal attack roll penalty for firing in melee - both benefits apply only against creatures who attempt an attack of opportunity against this ranged attack. At 13th level, she adds twice her Dexterity modifier to her damage rolls with culverins, double hackbuts and siege weapons instead of the bonus received at 5th level.

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Weapon and Armor Proficiency: A handcannoneer is proficient with all armors, she also gains proficiency with the culverin and with firearm siege engines. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with one-handed firearms and two-handed firearms.

Gunsmith: A cannoneer receives a culverin as her battered firearm at 1st level ; often rusty and old, or brand new but rejected for it's imperfection by it's original crafter. This culverin is of lighter design than usual, reducing it's medium weight to 30 lbs. Its misfire range is 1-3 until repaired to masterwork state, which can be done by spending 1500 gp through the Gunsmith feat. To fire her culverin against a single target, a cannoneer must load four doses of blackpowder and a single cannonball (base price 10 gp, 1 lb) in her firearm.

Deeds



A handcannoneer swaps several deeds for the following:

Legs of Steel (Ex): Beginning at 1st level, the handcannoneer's sturdy legs grant her with several benefits when handling firearms and their recoil. Whenever firing a culverin or double hackbut without support, the handcannoneer adds her Wisdom modifier as a bonus to the attack roll ; in addition, instead of falling prone, she may handle the weapon's recoil by using her round's 5' foot step or a move action right after an attack roll with one of these weapons to spring back 5 feet in the direction opposite to her target (this movement does not provoke attacks of opportunity), granting her with a +2 dodge bonus to AC against this creature's attack of opportunity caused by firing in melee (if any) if she hits the creature with her own ranged attack. Finally, the handcannoneer adds her Constitution modifier to her Strength score to determine her carrying capacity. She must have at least 1 grit point to use this deed. If the gunslinger possesses the stability racial trait, she does not need to move when firing although he still suffers the normal -4 penalty to attack rolls and can benefit from moving as normal for others handcannoneers. This deed replaces the gunslinger's dodge deed.

Emergency Reload (Ex): At 1st level, the handcannoneer receives the Rapid Reload feat for culverins, double hackbuts and firearm siege weapons. She must have at least 1 grit point to perform this deed. Alternatively, if the handcannoneer spends 1 grit point to perform this deed, she can reload a culverin or double hackbut as a swift action at the end of her round, once her actions for the round are resolved.

Siegebreaker (Ex): At 3rd level, a handcannoneer may use her culverin as a portable ram. She adds both her Constitution and Strength modifiers for the purposes of break DCs with this ram – one adjacent creature may add it's own Strength modifier to the break DC as a standard action during its round. The handcannoneer is treated as proficient with this ram for the purpose of these attacks. Performing this deed costs 1 grit point. This deed replaces the pistol whip deed.

Trick Shot (Ex): At 3rd level, the handcannoneer learns how to craft one special ammunition, as per the special ammunition deed she normally receives at 7th level. This ability works in any fashion as special ammunition, except that she learns one special ammunition every 2 levels later (5th, 7th... up to 9 types of ammunition at 19th level) instead of receiving 2 at 7th level then every two levels later, Only gunslingers who possess the stability racial trait learn this deed as they do not need to improvise a support for their culverin. This deed replaces the utility shot deed.

Improvised Support (Ex): Gunslingers who do not possess the stability racial trait do not learn prototype ammunition but this deed. At 3rd level, the handcannoneer may slam her culverin or double hackbut in the ground as a move action. She is treated as using a support for the purposes of firing her weapon ; though she must remove her weapon from the ground before moving it into another square, which requires a move action that provokes attacks of opportunity. She must have at least 1 grit point to use this deed. This deed replaces the utility shot deed.

Mortar (Ex): At 3rd level, as part of using her improvised support deed or as a move action that provokes attacks of opportunity, the handcannoneer may spend 1 grit point to use her weapon as a mortar by setting it toward the sky. The range of her firearm is doubled, though she may not fire her weapon toward enemies within her weapon's normal first range increment without spending another move action to aim it back toward close targets. A mortar acts like a catapult, in that there must be enough space to fire, the handcannoneer must hit the square's AC, and the target is allowed a Reflex saving throw for half damage (DC 10 + $\frac{1}{2}$ the handcannoneer level + her Wisdom modifier) ; except that the handcannoneer uses her Wisdom modifier instead of her Intelligence modifier to the roll. This deed replaces the gunslinger initiative deed.

Deadshot (Ex): At 5th level, the handcannoneer may perform the deadshot deed as long as she has at least 1 grit point in her pool. She is unable to load her weapon fast enough to perform a full-round attack or use feats like rapid shot, but using this deed does not cost her grit points. When performing a deed using the result of her previous attack roll after a deadshot, the handcannoneer may use the highest roll of her deadshot instead.

Recoil Slam (Ex): Starting at 7th level, when firing a culverin or double hackbut as a ranged attack without support, a cannoneer may spend 1 grit point to perform a single melee attack of opportunity against another adjacent creature as her weapon's recoil sends it flying in the creature's body. If the target of the melee attack is opposite to the target of the ranged attack (for example, if both targets were flanking the handcannoneer), or if the handcannoneer moves 5 feet with his legs of steel deed before coming close to the creature, this attack roll receives a +2 bonus. This attack deals 1d10 damage with a 20x2 multiplier ; on a successful hit, opponents are also hit with a free bull rush attack, using the handcannoneer's attack roll as the combat maneuver check. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. This deed replaces the startling shot deed.

Special Ammunition (Ex): Starting at 7th level, a handcannoneer increases her gunsmithing skill, allowing her to craft specific cannonballs fit for all opportunities. She may craft the following ammunition by using the Gunsmithing feat, using the indicated crafting price (which includes the masterwork property). She selects 2 types of ammunition she may craft, then adds another one at 9th level then every two levels later, up to 7 ammunition blueprints at 19th level. A cannoneer must spend 1 grit point as part of the action required to fire a special cannonball, otherwise the misfire range of her firearm increases by 4 for this attack. This deed replaces the targeting deed.

- **Ballista Shot (320 gp):** A ballista shot looks like a sharp harpoon. It deals piercing damage with a 18-20x2 multiplier. On a critical hit with a ballista shot, the cannoneer may attack the following creature in the line as an attack of opportunity with a cumulative -5 penalty to attack by previously pierced target.
- **Explosive Ball (310 gp + special):** This hollow cannonball filled with 4 doses of blackpowder shatters on a hit. It increases the weapon's misfire range by 2 and deals fire damage equal to the attack's base damage dice (including the damage dice granted by the deadshot deed, the vital strike feat chain or a critical hit, if any) to all creatures within 5 feet of the creature or square hit (halved on a successful Reflex save, a creature hit by the cannonball attack roll automatically fails this saving throw). A handcannoneer may spend feats to select alchemist discoveries applying to

his bombs, using her level -2 as her alchemist level, allowing her to modify her explosive balls with this discovery by increasing the ball's base price by 650 gp (in which case the explosion becomes a supernatural effect). Alternatively, the cannonball may be filled with an alchemical component or with gas poison, replacing the 40 gp powder.

- Chain Bolas (350 gp): Chain bolas are loaded as cannonballs into the barrel of a large firearm, and are often used toward ship masts. They must be enhanced as separate weapons and not as ammunition. They ignore the hardness of wood items, and entangle any creature hit with them. To burst out of these chains, a creature must perform a DC 26 Strength check or destroy them (AC 10, 10 hardness, 10 hit points).
- Momentum Shot (330 gp, 2lbs) : This heavy ball halves the weapon's range increment. On a hit, the target suffers damage as normal and is subject to a ranged bull rush or trip maneuver (the handcannoneer's choice) that does not provoke attacks of opportunity, using the original attack roll as combat maneuver roll (creatures that have four or more legs, or immune to trip attacks are immune to this effect).
- Rubber Cannonball (320 gp): This ammunition receives a -2 penalty to attack rolls but deals nonlethal damage. It may be used by rebounding it on walls, as if using the Ricochet Shot deed feat. There is a 50% chance to recover this ball after a shot. On a critical hit, the target is sickened for one round.
- Thundervolt (500 gp): This ammunition increases the misfire chance by 1 and turns a normal attack into a 30 feet line dealing electricity damage equal to the attack's normal damage on a hit (including the damage dice granted by the deadshot deed or the vital strike feat chain, and damage from feats like deadly aim, if any). A successful Reflex saving throw halves this damage; if using feats or ability that inflict a penalty to attack rolls (like deadly aim or fighting defensively), this penalty to attack rolls is applied to the Reflex DC instead.
- Pot Bomb (410 gp): When using this fragmentation ammunition with the mortar deed, the range of the explosion expands to 10 feet instead of 5 feet. The handcannoneer may put an alchemical component into the bomb (like an alchemist's fire or holy water), on a direct hit, the cannonball inflicts the effects of a direct hit from this alchemical component in addition to normal damage.

Overload charge (350 gp): This ammunition is incredibly dangerous to fire, and is to be used only as a last resort. Firing this ammunition always breaks the weapon after the attack roll is resolved, and deals damage to its wielder as if it exploded. If the attack roll is a misfire, the firearm explodes but is reduced to 1 hit point instead of being destroyed, dealing maximum damage . When firing with an overload charge, the attack deals damage as if the weapon was one size category larger

Sound Wave (400 gp): This ammunition produces a ear-breaking sound cone akin to a loud bang channeled through a horn. This ammunition deals sound damage to unattended objects and to constructs within its area of effect. If creatures within this area fail a Fortitude saving throw, they are deafened for a number of rounds equal to the wielder's Wisdom modifier.

Shotgun Shell (310 gp): This ammunition can only be fired in melee, but it deals double damage on a hit.

Magnet (350 gp): This ammunition receives a +1 bonus to attack and damage rolls against creatures with metal armor. On a hit, the target must perform a Reflex saving throw or become

Blank Projection (310 gp): This ammunition deals no damage but grants a boost to the wielder's next attack roll. Firing this shot provokes no attack of opportunity. It grants a free 5-foot step to the wielder (though she doesn't have to take this step) and allows her to slam her weapon against an adjacent enemy at the end of her movement. The handcannoneer uses her Dexterity modifier to the attack roll of this melee attack.

Hold Positions (Ex): At 11th level, as long as the handcannoneer has at least 1 grit point and stands in the square where she started her round, she doubles the DR/- received from her heavy firearm training ability; and by spending 1 grit point as a swift action, she may treat the base damage of her firearm as if the weapon was one size category larger for the next attack. This deed replaces the lightning reload deed.

Heavy Gunner (Ex): Starting at 2nd level, a hancannoneer increases the maximum Dexterity bonus granted by her armor by 1, and she receives a +1 shield bonus to AC when wielding a two-handed firearm. These bonuses increase by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Heavy Firearm Training (Ex): At 5th level, a handcannoneer gains a bonus on damage rolls with culverins, double hackbuts and siege weapons equal to her Dexterity modifier. She also receives 1 point of DR/-, every four levels thereafter (9th, 13th, and 17th), this damage reduction increases by +1, up to DR 4/- at 17th level. At 13th level, she adds twice her Dexterity modifier to her damage rolls with culverins, double hackbuts and siege weapons instead of the bonus received at 5th level.