

Lieutenant Arkady Tyrkova

Player: Scott David Gray

Male Human Gunslinger 7/Paladin (Holy Gun) of God 7 - CL14 - CR 13

Lawful Good Humanoid (Human); Deity: **God**; Age: **27**;
Height: **5' 4"**; Weight: **140lb.**; Eyes: **Hazel**; Hair: **Blond**;
Skin: **Light**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	16	+3	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	+10	+2		+2		
REFLEX (DEXTERITY)	+12	+7	+3		+2		
WILL (WISDOM)	+12	+7	+3		+2		

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+3				+2	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	10				

CM Bonus	+16	=	+14	+2	-	-
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CM Defense	31	=	10	BAB	Strength	Dexterity	Size
				+14	+2	+3	-

Base Attack	+14	HP	116
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Initiative	+7	Damage / Current HP	
Speed	30 ft		



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (3)	5	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+6	STR (2)	1	
Diplomacy	+19	CHA (2)	14	
Disable Device	-	DEX (3)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+7	WIS (3)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (nobility)	+4	INT (0)	1	
Knowledge (religion)	+7	INT (0)	4	
Linguistics	+1	INT (0)	1	
Perception	+20	WIS (3)	14	
Profession (soldier)	+7	WIS (3)	1	
Ride	+11	DEX (3)	5	
Sense Motive	+21	WIS (3)	14	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (0)	-	
Stealth	+3	DEX (3)	-	
Survival	+3	WIS (3)	-	
Swim	+6	STR (2)	1	
Use Magic Device	-	CHA (2)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Deadly Aim -4/+8

Trade a penalty to ranged attacks for a bonus to ranged damage.

Extra Grit

You gain 2 extra grit points at the start of each day and your maximum grit increases by 2.

Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

Leadership (Base Score 16)

You attract loyal companions and devoted followers.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

Ricochet Shot Deed

You can fire a shot at a wall, or piece of solid terrain, and have it ricochet off it. When you do, you can use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Snap Shot

Threaten squares within 5 feet of you when wielding a ranged weapon

Weapon Focus (Rifle, Mosin-Nagant M1891)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Influence (Sense Motive)

Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill,

Reactionary

+2 Initiative

Dagger

Main hand: **+16/+16/+11/+6, 1d4+2**

Crit: 19-20/x2

Main w/ offhand: **+10/+10/+5/+0, 1d4+2**

Rng: 10'

Main w/ light off.: **+12/+12/+7/+2, 1d4+2**

Light, P/S

Offhand: **+8/+8, 1d4+1**

Ranged: **+11/+11/+6/+1, 1d4+10**

Ranged w/ offhand: **+5/+5/+0/-5, 1d4+10**

Ranged w/ light off.: **+7/+7/+2/-3, 1d4+10**

Ranged offhand: **+3/+3, 1d4+9**

Firearm bullet

Crit: N/A
Ammo

Experience & Wealth

Experience Points: **39/42**

Current Cash: **105 pp, 5 sp**

Firearm bullet

Crit: N/A
Ammo

Firearm bullet

Crit: N/A
Ammo

Firearm bullet

Crit: N/A
Ammo

Firearm bullet

Crit: N/A
Ammo

M1914 grenade (concussion)

Ranged: **+11/+11/+6/+1, 3d6+10**

Crit: x2

Ranged w/ offhand: **+5/+5/+0/-5, 3d6+10**

Rng: 20'
Light, B

Ranged w/ light off.: **+7/+7/+2/-3, 3d6+10**

Ranged offhand: **+3/+3, 3d6+9**

M1914 grenade (fragmentation)

Ranged: **+11/+11/+6/+1, 4d6+10**

Crit: x2

Ranged w/ offhand: **+5/+5/+0/-5, 4d6+10**

Rng: 20'
Light, B/P/S

Ranged w/ light off.: **+7/+7/+2/-3, 4d6+10**

Ranged offhand: **+3/+3, 4d6+9**

Masterwork bayonet, socket (mosin-nagant)

Both hands: **+17/+12/+7, 1d6+3**

Crit: x2
2-hand, P

Masterwork revolver, nagant m1895

Ranged: **+12/+12/+7/+2, 1d8+11**

Crit: x4

Ranged, both hands:

Rng: 80'

+12/+12/+7/+2, 1d8+11

1-hand, B/P

Ranged w/ offhand: **+6/+6/+1/-4, 1d8+11**

Ranged w/ light off.: **+8/+8/+3/-2, 1d8+11**

Ranged offhand: **+2/+2, 1d8+11**

Masterwork revolver, nagant m1895

Ranged: **+12/+12/+7/+2, 1d8+11** Crit: x4
Ranged, both hands: **+12/+12/+7/+2, 1d8+11** Rng: 80'
1-hand, B/P

Ranged w/ offhand: **+6/+6/+1/-4, 1d8+11**

Ranged w/ light off.: **+8/+8/+3/-2, 1d8+11**

Ranged offhand: **+2/+2, 1d8+11**

Masterwork rifle, mosin-nagant m1891

Ranged, both hands: **+13/+13/+8/+3, 1d10+11** Crit: x4
Rng: 80'
2-hand, B/P

Unarmed strike

Main hand: **+16/+11/+6, 1d3+2 nonlethal** Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+10/+5/+0, 1d3+2 nonlethal**

Main w/ light off.: **+12/+7/+2, 1d3+2 nonlethal**

Offhand: **+8, 1d3+1 nonlethal**

Gear

Total Weight Carried: 53.55/200lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Backpack, masterwork (401 @ 8.68 lbs)	4 lbs
Bandolier (14 @ 20 lbs)	-
Bandolier (empty)	-
Clockwork Fabrege Egg of highest quality, in steel case	-
Daqger	1 lb
Firearm bullet x100	0.0167 lbs
Firearm bullet x100 <In: Backpack, masterwork	0.0167 lbs
Firearm bullet x100 <In: Backpack, masterwork	0.0167 lbs
Firearm bullet x100 <In: Backpack, masterwork	0.0167 lbs
Firearm bullet x100 <In: Backpack, masterwork	0.0167 lbs
Gunsmith's kit <In: Backpack, masterwork (401 @	2 lbs
Holy symbol, gold (Russian Orthodox Crucifix) <In:	1 lb
M1914 grenade (concussion) x3 <In: Bandolier (14 @	1 lb
M1914 grenade (fragmentation) x8 <In: Bandolier (14	1 lb
Masterwork bayonet, socket (mosin-nagant m1891	1 lb
Masterwork revolver, nagant m1895 <In: Bandolier	4 lbs
Masterwork revolver, nagant m1895 <In: Bandolier	4 lbs
Masterwork rifle, mosin-nagant m1891	9 lbs
Money	2.2 lbs
Scope	1 lb
Soldier's uniform	5 lbs
Traveller's outfit (Free)	-

Special Abilities

Aura of Courage +4 (10' radius) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Special Abilities

Deed: Dead Shot (Ex)

At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can,

Deed: Deadeye (Ex)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger

Deed: Gunslinger Initiative (Ex)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the

Deed: Gunslinger's Dodge (+2 AC) (Ex)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the

Deed: Pistol-Whip (Ex)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the

Deed: Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1

Deed: Startling Shot (Ex)

At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Deed: Targeting (Ex)

At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of

Deed: Utility Shot

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing

Divine Bond +1 (7 minutes) (Su)

At 5th level, a holy gun forms a bond with her deity. This functions as the paladin's divine bond ability, except the bond must always take the form of a firearm. In addition to the listed abilities, a holy gun can add the *distance*,

Divine Deed: Smiting Shot

At 2nd level, the holy gun gains the following deed. This deed works and interacts with grit the same way as gunslinger deeds, but only the holy gun can use it. If the holy gun also has levels in gunslinger, she can spend grit points

Grit (Ex)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from

Gun Training +3 (Revolver, Nagant M1895) (Ex)

Starting at 5th level, a gunslinger 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.

Gun Training +3 (Rifle, Mosin-Nagant M1891) (Ex)

Starting at 5th level, a gunslinger 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.

Lay on Hands (3d6, 5/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Luck Variant Channeling (±2 Sacred)

Heal - Creatures gain a channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. *Harm* - Creatures take a channel penalty on all d20 rolls

Mercy (Diseased) (Su)

When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your Paladin level.

Mercy (Fatigued) (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

Background

Lieutenant Tyrkova rew up reading Dostoyevsky, and generally romanticising the anarchists and communists. However, he believed in the Romanovs, and felt (like most other Russians) that the issues in government had to do with bad advisors -- so he became a soldier and joined the Kremlin guard quite young. Over the years he rose to become a Lieutenant, and because the two got along so well he served primarily as a bodyguard to Anastasia.

After one particular valiant rescue, he was rewarded with a Faberge egg. He expects to sell it one day, when the need arises.

When Tsar Nicholas II abdicated, and Grand Duke Michael Alexandrovich chose to form a constituent Assembly (instead of taking the title of Tsar), Tyrkova was pleased at what he hoped would be a peaceful transition to constitutional democracy. But then the Bolsheviks hijacked the Revolution, seeking bloody vengeance like the Jacobins. Tyrkova abandoned his faith in Marx, to protect the Church and Anastasia.

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- Deadly Aim off = +4 to hit, -8 Damage
- Within 30' = +1 to hit +1 damage
- No rapid shot = +2 to hit, ignore 1st attack (for each weapon)

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Planned purchases [112155]: Upgrade rifle to +1 Holy, Lucky (32000), +4 Cloak of Resistance (16000), +2 belt of physical Perfection (16000), +2 headband of mental superiority [Fly] (16000), Boots of Flying (16000), +2 mithral chain shirt (5100), Type I Bag of Holding (2500), +1 amulet of natural armor (2000), +1 ring of protection (2000), Handy haversack (2000), Endless Bandler (1500), Wand of cure light wounds (750), Sleeves of Many Garments (200), Lawrence 1917 Flamethrower (80), 5 Fuel tanks (25)

Lieutenant Arkady Tyrkova – Abilities & Gear

Blind-Fight

Feat

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Deadly Aim -4/+8

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Extra Grit

Feat

You have more grit than the ordinary gunslinger.

Prerequisites: Grit class feature or the Amateur Gunslinger feat.

Benefit: You gain 2 extra grit points at the start of each day, and your maximum grit increases by 2.

Normal: If you are a gunslinger, you gain your Wisdom modifier in grit points at the start of each day, which is also your maximum grit. If you have the Amateur Gunslinger feat, you gain 1 grit point at the start of each day, and your maximum grit is equal to your Wisdom modifier.

Special: If you possess levels in the gunslinger class, you can take this feat multiple times.

Appears In: Ultimate Combat

Gunsmithing

Feat

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Appears In: Ultimate Combat

Leadership (Base Score 16)

Feat

You attract followers to your cause and a companion to join you on your adventures.

Prerequisite: Character level 7th.

Benefit: This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table: Leadership for what level of cohort and how many followers you can recruit.

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Rapid Shot

Feat

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Lieutenant Arkady Tyrkova – Abilities & Gear

Ricochet Shot Deed

Feat

You can ricochet a firearm shot off the wall and still hit your target.

Prerequisites: Grit class feature or Amateur Gunslinger feat, Blind-Fight.

Benefit: You can fire a shot at a wall or piece of solid terrain, and have it ricochet off. When you do, use the square immediately in front of the wall or piece of solid terrain to determine line of sight to a target, and this square is considered the new origin square of the attack. Use that square to determine the effects of cover, and your own square to determine the effects of concealment. You can make this shot as long as you have at least 1 grit point. When making this shot, you can spend 1 grit point to ignore the effects of all cover or concealment. You must choose to spend the grit point before you make the attack roll.

Appears In: Ultimate Combat

Snap Shot

Feat

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Appears In: Ultimate Combat

Weapon Focus (Rifle, Mosin-Nagant M1891)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Influence (Sense Motive)

Trait

Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In: Ultimate Campaign

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Immunity to Disease

Unknown

You are immune to diseases.

Immunity to Fear (Ex)

Unknown

You are immune to all fear effects.

Paladin Channel Positive Energy 4d6 (2/da) Class Ability (Paladin)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Aura of Courage +4 (10' radius) (Su) Class Ability (Paladin)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex)

Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Deed: Dead Shot (Ex) Class Ability (Gunslinger)

At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th level gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Deed: Deadeye (Ex) Class Ability (Gunslinger)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Deed: Gunslinger Initiative (Ex) Class Ability (Gunslinger)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Deed: Gunslinger's Dodge (+2 AC) (Ex) Class Ability (Gunslinger)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Deed: Pistol-Whip (Ex) Class Ability (Gunslinger)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Deed: Quick Clear (Ex) Class Ability (Gunslinger)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Deed: Startling Shot (Ex) Class Ability (Gunslinger)

At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Deed: Targeting (Ex) Class Ability (Gunslinger)

At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets.

Creatures that are immune to sneak attacks are immune to these effects.

- **Arms:** On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.

- **Head:** On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.

- **Legs:** On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

- **Torso:** Targeting the torso threatens a critical on a 19-20.

- **Wings:** On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Deed: Utility Shot

Class Ability (Gunslinger)

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

•**Blast Lock:** The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. *Arcane lock* grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though *knock* can still be employed to bypass the lock, and the creator of an *arcane lock* can still bypass the wards of that spell.

•**Scoot Unattended Object:** The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

•**Stop Bleeding:** The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Divine Bond +1 (7 minutes) (Su) Class Ability (Paladin)

At 5th level, a holy gun forms a bond with her deity. This functions as the paladin's divine bond ability, except the bond must always take the form of a firearm. In addition to the listed abilities, a holy gun can add the *distance*, *reliable*, or *seeking* special abilities to her weapon, but she cannot add the *defending* or *disruption* special abilities. This ability replaces the standard paladin's divine bond.

Appears In: Ultimate Combat

Divine Deed: Smiting Shot

Class Ability (Paladin)

At 2nd level, the holy gun gains the following deed. This deed works and interacts with grit the same way as gunslinger deeds, but only the holy gun can use it. If the holy gun also has levels in gunslinger, she can spend grit points from that class to use this deed.

Smiting Shot (Su): A holy gun can spend 1 grit point to make a smiting shot with a firearm attack as a standard action. If the target is evil, the holy gun adds her Charisma bonus and her paladin level to the damage of the firearm attack. If the target of the smiting shot is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage increases to the Charisma modifier plus 2 points of damage per level the paladin possess. Regardless of the target, smiting shot automatically bypasses any DR the creature might have. This ability replaces smite evil.

Appears In: Ultimate Combat

Grit (Ex)

Class Ability (Gunslinger)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act: Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

Gun Training +3 (Revolver, Nagant M1895) Class Ability (Gunslinger)

Starting at 5th level, a gunslinger 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 gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Gun Training +3 (Rifle, Mosin-Nagant M18) Class Ability (Gunslinger)

Starting at 5th level, a gunslinger 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 gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Lay on Hands (3d6, 5/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Luck Variant Channeling (±2 Sacred) Class Ability (Cleric)

Heal - Creatures gain a channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. *Harm* - Creatures take a channel penalty on all d20 rolls until the end of your next turn.

Appears In: Ultimate Magic

Mercy (Diseased) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your Paladin level.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

Scope Gear

Scopes are telescopic sights mounted on rifles to increase accuracy at range by magnifying the target. Scopes reduce the penalty for ranged attacks by 1 for each range increment.

Appears In: Reign of Winter

Grace

Paladin 1

School: Abjuration
Components: V
Casting Time: 1 swift action
Range: Personal
Target: you
Duration: See text

Until the end of your turn, your movement does not provoke attacks of opportunity.

Appears In: Advanced Player's Guide

Word of Resolve

Paladin 1

School: Abjuration
Components: V, DF
Casting Time: 1 immediate action
Range: Close (25 + 5 ft./2 levels)
Target: one ally
Duration: Instantaneous
Save: Will negate (harmless)
Resistance: Yes (harmless)

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

Appears In: Ultimate Magic

Litany of Eloquence

Paladin 2

School: Enchantment (Charm) [Mind-Affecting, language-dependent]
Components: V, S, DF
Casting Time: 1 swift action
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Save: None
Resistance: Yes

Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Appears In: Ultimate Combat