

Gunner

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the gunner.

Gunners are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a mage typically reserves for his spells, most gunners know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

Role: Gunners are thunderous artillery, often found where the fighting is fiercest. Brave, clever, and frequently foolhardy, many gunners push to position themselves at close range, barrels blazing, to take down their foes and demoralize their enemies. Other gunners are masters of distant death, picking off enemies from afar with their strange and wondrous weapons.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The gunner's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (technology) (Int), Perception (Wis), Profession (Wis), Repair (Int), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+0	Gunsmith, Grit, Deeds, Gunner Style, Limit Breaks
2 nd	+1	+0	+3	+0	Gunnery Talent, Nimble +1, Precision Aiming +1
3 rd	+2	+1	+3	+1	Deeds, Sharp-Shooting, Cover Fire
4 th	+3	+1	+4	+1	Gunnery Talent, Gun Training 1, Flanking Fire
5 th	+3	+1	+4	+1	Evasion, Improved Gunner Style, Precision Aiming +2
6 th	+4	+2	+5	+2	Gunnery Talent, Nimble +2, Uncanny Dodge
7 th	+5	+2	+5	+2	Deeds, Hairtrigger, Disengage
8 th	+6/+1	+2	+6	+2	Gunnery Talent, Gun Training 2, Precision Aiming +3
9 th	+6/+1	+3	+6	+3	Close Combat Shot, Belly Shot (+1d6)
10 th	+7/+2	+3	+7	+3	Gunnery Talent, Nimble +3, Gunner Style Mastery
11 th	+8/+3	+3	+7	+3	Deeds, Improved Uncanny Dodge, Precision Aiming +4
12 th	+9/+4	+4	+8	+4	Gunnery Talent, Gun Training 3, Covering Fire

13 th	+9/+4	+4	+8	+4	Evasive Gunner, Belly Shot (+2d6)
14 th	+10/+5	+4	+9	+4	Gunnery Talent, Nimble +4, Critical Aim, Precision Aiming +5
15 th	+11/+6/+1	+5	+9	+5	Deeds, Improved Evasion
16 th	+12/+7/+2	+5	+10	+5	Gunnery Talent, Gun Training 4
17 th	+12/+7/+2	+5	+10	+5	Pinpoint Targeting, Belly Shot (+3d6), Precision Aiming +6
18 th	+13/+8/+3	+6	+11	+6	Gunnery Talent, Nimble +5, Death Shot
19 th	+14/+9/+4	+6	+11	+6	Deeds, Ranged Specialist
20 th	+15/+10/+5	+6	+12	+6	Gunnery Talent, True Grit, Gun Training 5, Precision Aiming +7

Class Features

All of the following are class features of the gunner.

Weapon and Armor Proficiency: Gunners are proficient with all simple and martial weapons, and with all firearms. Gunner are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the gunner receives the Limit Breaks (Evasive Maneuvers and Trigger Happy).

Evasive Maneuvers (Su): This Limit Break allows the gunner dodge all incoming range attacks (including ranged touch). Any range attacks automatically miss unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. Any spells that require a Reflex saving throw are automatically made. This lasts for a duration of 1 round + 1 round per four gunner levels after 1st. This limit break requires only a swift action.

Trigger Happy (Su): This Limit Break allows the gunner to gain a number of attacks of opportunity equal to her Dexterity modifier; these attacks of opportunity can only be used with an equipped firearm. Additionally, the gunner threatens all enemies within her first range increment of her equipped firearm. This limit break lasts for a duration of 1 round + 1 round per four gunner levels after 1st. This limit break requires only a swift action.

Gunsmith: At 1st level, a gunner gains one of the following firearms of her choice: trainee pistol, trainee rifle or trainee shotgun. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gil when sold). The gunner also gains Gunsmithing as a bonus feat. At 5th level and every four gunner levels thereafter, a gunner can reconfigure his firearm with a single modification by spending 1 hour of work. Most modifications can only be taken once, unless specified. He may reconfigure his firearm as many times as he likes but is only granted up to 4 (at 17th level) of the following benefits at a time:

- *Adamantine Barrel:* Using adamantine allows for more powerful powder loads without the danger of warping or damaging the barrel. This firearm gains +2 bonus on firearm damage rolls. This does not increase the hardness of the weapon. This cannot be used with Heavy Barrel, Elongated Barrel, Exotic Metal Barrel, or Molybdenum Barrel. **Cost:** 4,500 gil. **Prerequisite:** The gunner must be at least 9th level to select this modification.
- *Clearing Mechanism:* This modification allows the gunner to remove the broken condition from this firearm as a full-round action, as long as that condition was gained by a firearm misfire. **Cost:** 1,500 gil.

- *Cannon Bore*: Shots from this firearm gain a +6 bonus on firearm damage but attacks after the first take a -3 penalty on attack rolls. This cannot be used with Large Bore or Huge Bore. **Cost**: 10,000 gil.
Prerequisite: The gunner must be at least 17th level to select this modification.
- *Canted Ironsights*: These ironsights are shifted slightly to the side of the firearm, leaving room for a top rail optic but giving the option for iron sights to be used closer in. This modification grants +1 on attack rolls to hit a target within 20'. **Cost**: 1,500 gil.
- *Comfort Grip*: Attacks with this firearm are resolved against touch AC at the first and second range increments. This cannot be used with Potato Grip, Perfect Grip or Modded Grip. **Prerequisite**: The gunner must be at least 9th level to select this modification. **Cost**: 4,500 gil.
- *Compensator*: Attached to the end of the barrel, a compensator reduces recoil by directing waste energy upwards forcing the barrel down. This provides a +1 bonus to hit on attacks made after first attack the gunner makes in a round. **Cost**: 1,500 gil.
- *Dual-Balanced*: When wielding two weapons with the dual-balanced modification, reduce any two-weapon fighting penalties by 1 for both weapons. **Cost**: 2,000 gil.
- *Elongated Barrel*: The elongated barrel allows for surer aim and grants +1 bonus to firearm attack rolls. **Cost**: 1,500 gil.
- *Exotic Metal Barrel*: Using exotic metals collected over a career of adventuring, the gunner creates a barrel out of a previously unknown alloy. This barrel makes shots fired deal damage as if they were one size category larger and add an additional +4 bonus on firearm damage rolls. This cannot be used with Adamantine Barrel, Elongated Barrel, Heavy Barrel, or Molybdenum Barrel. **Cost**: 7,000 gil.
Prerequisite: The gunner must be at least 13th level to select this modification.
- *Greater Ammo Capacity*: The reconfigured weapon can hold 50% more ammunition than normal. **Cost**: 1,500 gil.
- *Heavy Barrel*: The heavy barrel allows a stronger powder charge without danger of warping. This provides +1 bonus damage on firearm damage rolls. This cannot be used with Adamantine Barrel, Elongated Barrel, Exotic Metal Barrel, or Molybdenum Barrel. **Cost**: 1,500 gil.
- *Huge Bore*: Shots from this firearm gain a +4 bonus on firearm damage rolls but attacks after the first take a -2 penalty on attack rolls. This cannot be used with Large Bore or Cannon Bore. **Cost**: 7,000 gil.
Prerequisite: The gunner must be at least 13th level to select this modification.
- *Large Bore*: Shots from this firearm gain a +2 bonus on firearm damage rolls but attacks after the first take a -1 penalty on attack rolls. This cannot be used with Huge Bore or Cannon Bore. **Cost**: 4,500 gil.
Prerequisite: The gunner must be at least 9th level to select this modification.
- *Modded Grip*: Attacks with this firearm are resolved against touch AC at the first, second, and third range increments. This cannot be used with Potato Grip or Comfort Grip. **Cost**: 7,000 gil. **Prerequisite**: The gunner must be at least 13th level to select this modification.
- *Molybdenum Barrel*: This rare metal forms a barrel capable of taking extreme amounts of abuse. This barrel makes shots fired deal damage as if they were one size category larger and add an additional +5 bonus on firearm damage rolls. This cannot be used with Adamantine Barrel, Elongated Barrel, Exotic Metal Barrel, or Heavy Barrel. **Cost**: 10,000 gil. **Prerequisite**: The gunner must be at least 17th level to select this modification.
- *Muzzle Brake*: Attached to the end of the barrel, this modification reduces recoil by redirecting waste energy to either side of the barrel, fighting side to side sway seen in rapid fire. This modification provides a +2 bonus to hit on attacks made after first attack the gunner makes in a round. This cannot be used with Compensator. **Cost**: 4,500 gil. **Prerequisite**: The gunner must be at least 9th level to select this modification.
- *Night Vision*: This optic illuminates even the darkest night for the gunner and grants darkvision 30'. This cannot be used with Reflex Sight. **Cost**: 4,500 gil. **Prerequisite**: The gunner must be at least 9th level to select this modification.
- *Perfect Grip*: Attacks with the named firearm are resolved against touch AC at all ranges. This cannot be used with Modded Grip, Potato Grip, or Comfort Grip. **Cost**: 10,000 gil. **Prerequisite**: The gunner must be at least 17th level to select this modification.

- *Potato Grip*: Attached to the bottom of the firearm barrel, this modification provides a better grip to reduce recoil and prevent “barrel burns.” It provides a +1 bonus to hit on attacks made after first attack the gunner makes in a round. This modification can only be selected for two-handed firearms. This cannot be used with Modded Grip, Perfect Grip, or Comfort Grip. **Cost:** 1,500 gil.
- *Reflex Sight*: With a lens and reflective overlay at its focus, an optical collimator produces a virtual image of a reticle providing a +1 bonus on attack rolls. This cannot be used with Night Vision. **Cost:** 1,500 gil.
- *Tactically Adapted*: When this modification is added to a weapon, choose a weapon quality from the following list to gain: blocking, brace, disarm, distracting, nonlethal, performance, or trip. This modification can be selected more than once. **Cost:** 2,000 gil.

Gunner Style (Ex): At 1st level, the gunner is treated as having one of the following feats: Deadly Aim, Far Shot, Focused Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, and Rapid Shot, even if she does not have the normal prerequisites for that feat. The benefits of this ability apply only when she wears light armor. She loses all benefits of this ability when wearing medium or heavy armor.

Grit (Ex): A gunner makes her mark upon the world with daring deeds. Some gunners 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 gunners have grit. In game terms, grit is a fluctuating measure of a gunner’s ability to perform amazing actions in combat. At the start of each day, a gunner 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 gunner spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunner 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 gunner’s character level does not restore grit.

Killing Blow with a Firearm: When the gunner 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 gunner’s character level to 0 or fewer hit points does not restore any grit.

Deeds: Gunners spend grit points to accomplish deeds. Most deeds grant the gunner some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the gunner has at least 1 grit point. The following is the list of base gunner deeds. A gunner can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex): At 1st level, the gunner 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 gunner still takes the –2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunner’s Dodge (Ex): At 1st level, the gunner gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunner, she can spend 1 grit point to move 5 feet as an

immediate action; doing so grants the gunner a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunner can drop prone to gain a +4 bonus to AC against the triggering attack. The gunner can only perform this deed while wearing light or no armor, and while carrying no more than a light load.

Quick Clear (Ex): At 1st level, as a standard action, the gunner 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 gunner must have at least 1 grit point to perform this deed. Alternatively, if the gunner spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Steady Aim (Ex): At 1st level, as long as a gunner has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of her firearm. When she does, she increases the range increment of the weapon by 10 feet. This stacks with other abilities that increase her range increment.

Sure Shot (Ex): At 1st level, when the gunner hits a target that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. She must choose to spend the grit point before she makes the attack roll. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage.

Gunner Initiative (Ex): At 3rd level, as long as the gunner 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.

Pistol-Whip (Ex): At 3rd level, the gunner 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 ability 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 1d8 points of damage (1d6 if wielded by Small creatures). Regardless of the gunner's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunner can make a trip combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot (Ex): At 3rd level, if the gunner 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 gunner must declare the utility shot she is using before firing the shot.

- **Blast Lock:** The gunner 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.
- **Scout Unattended Object:** The gunner 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 gunner 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 gunner 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 gunner 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.

Deadly Shot (Ex): At 7th level, as a full-round action, the gunner 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 gunner level for 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 gunner's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunner increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th-level gunner 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 gunner 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 gunner must spend 1 grit point to perform this deed.

Startling Shot (Ex): At 7th level, a gunner 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.

Targeting (Ex): At 7th level, as a full-round action, the gunner 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 gunner'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.

Bleeding Wound (Ex): At 11th level, when the gunner hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunner's Dexterity modifier. Alternatively, the gunner can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunner's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Clipping Shot (Ex): At 11th level, when the gunner misses with a firearm attack, she can spend 1 grit point to deal half the damage that attack would have dealt if it were a hit (roll damage normally). She can decide to

use this deed and spend the grit point after making the attack. This deed has no effect if the attack used the dead shot deed. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect.

Gunner's Luck (Ex): At 15th level, the gunner can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The gunner must take the result of the second roll, even if it is lower. The cost of using this deed cannot be reduced with the Signature Deed feat or any similar effect.

Menacing Shot (Ex): At 15th level, the gunner can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the fear spell. The DC of this effect is equal to 10 + half of the gunner's level + the gunner's Wisdom modifier.

Cheat Death (Ex): At 19th level, whenever the gunner is reduced to 0 or fewer hit points, she can spend all of her remaining grit points (minimum 1) to instead be reduced to 1 hit point.

Dazing Shot (Ex): At 19th level, the gunner's shots can put spellcasters in a temporary stupor. As a full-round action, the gunner can spend a point of grit to take aim and fire a single non-scatter firearm at an enemy. If the attack hits, the enemy takes damage as normal, and must make a Fortitude save or else have his spells take longer to cast for a round. The affected enemy's spell's casting time increases by one step for the duration of this effect. Swift action spells become move actions, move actions become standard actions, and standard actions become 1 round casting times. Spells with higher casting times are not affected. This also applies to spell-like abilities. The DC to avoid this is 10 + half of the gunner's level + her Wisdom modifier. If the gunner spends 1 extra point of grit, she adds twice her Wisdom modifier to the DC. For every 5 points that the enemy fails their save, increase the duration of the effect by one round. The affected enemy can spend a full-round action to shake the effect off, thereby ending it early.

Stunning Shot (Ex): At 19th level, when a gunner hits a creature, she can spend 2 grit points to stun the creature for 1 round. The creature must make a Fortitude saving throw (DC 10 + half of the gunner's level + her Wisdom modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Precision Aiming (Ex): At 2nd level, a gunner gains a +1 bonus on Perception checks. This bonus increases by +1 for every three gunner levels beyond 2nd.

Nimble (Ex): Starting at 2nd level, a gunner gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunner to lose her Dexterity bonus to AC also causes the gunner to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

Gunnery Talents (Ex): As a gunner gains experience, she learns a number of talents that aid her marksmanship skills. Starting at 2nd level, a gunner gains one gunnery talent. She gains an additional gunnery talent for every two levels of gunner attained after 2nd level. A gunner must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once.

Big Iron On The Hip (Ex): The gunner may draw a 1-handed firearm and make a single attack as part of rolling initiative. This attack cannot critically hit nor can precision damage be applied to it. Multiple characters with this talent make this "free" attack in initiative order. **Prerequisites**: The gunner must be at least 6th level and have the Fast Draw gunnery talent or Quick Draw feat to select this talent.

Close-Ranged Sniper: The gunner gains Point Blank Shot as a bonus feat. If the gunner already has Point Blank Shot, she can choose either Far Shot or Precise Shot instead. At 6th level, the gunner also gains Point Blank Master as a bonus feat, even if she does not meet its prerequisites.

Combat Feat: A gunner that selects this talent gains a bonus combat feat. This talent can be selected more than once. **Prerequisite:** The gunner must be at least 12th level to select this talent.

Fast Draw (Ex): The gunner can draw a ranged weapon as part of the action used to make an attack with it. She can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

Grounding Shot (Ex): The gunner's ranged attacks ignore the penalty for attacking prone targets and deal 2 extra damage against them.

Gun Kata (Ex): While wielding a firearm, the gunner can still make both unarmed strikes with the hands used to wield it or with the firearm itself as an improvised weapon (She is considered proficient with both, taking no attacks of opportunity nor penalties to the attack roll); if she does, she gains any enhancement bonuses to attack or damage rolls her firearm possesses (this bonus cannot exceed +5). She threatens the area around her as she normally would when wielding a melee weapon. Additionally, whenever she makes a successful melee attack with an unarmed strike or firearm against a creature, she can, as a swift action make a ranged attack with a -2 penalty against the same creature with her firearm; this attack does not provoke an attack of opportunity due to firing in melee.

Reflexive Shot (Ex): The gunner can take a shot at an opponent about to engage her in melee combat. Whenever an opponent first engages the gunner in melee combat, she can as an immediate action, make one ranged attack at her highest attack bonus. If the attack is successful, she deals damage as normal. Once the attack is made, she drops her weapon to the ground and can draw a melee weapon and engage in melee combat as normal. The gunner must be wielding a loaded firearm to use Reflexive Shot. **Prerequisites:** The gunner must be at least 6th level and have the Fast Draw gunnery talent or Quick Draw feat to select this talent.

Shot From the Hip (Ex): A gunner may now make a ranged disarm combat maneuver against her opponent as long as she is within the first range increment of the gunner's firearm. The gunner does provoke an attack of opportunity unless the gunner has acquired the Improved Disarm feat.

Shot in the Dark (Ex): The gunner gains Prone Shooter as a bonus feat. In addition, the gunner takes no penalties to Stealth checks while making ranged attacks from a prone position. **Prerequisite:** The gunner must have the weakness shot talent to select this talent.

Small Arms (Ex): The gunner does not take penalties for using ranged weapons sized for smaller creatures. For example, a Medium creature could wield a two-handed ranged weapon sized for smaller creatures in one hand without incurring the penalty for wielding inappropriately sized weapons. Additionally, she gains a cumulative +1 bonus to Sleight of Hand checks made to conceal a weapon on her person for each size smaller the weapon is sized for. For example, a Medium creature using a pistol sized for Tiny creatures would receive a +2 bonus to a Sleight of Hand check to conceal it on her person.

Speed Loader (Ex): A gunner has become so adept with her firearm - any weapon with which the gunner has chosen Gun Training with - that she decreases the required time to reload that weapon; one-handed and two-handed firearms become a swift action. If the gunner possesses the Rapid Reload feat, reloading becomes free actions. She may reload that weapon without provoking an attack of opportunity if the gunner should reload in an enemies' threatened squares. **Prerequisite:** The gunner must have Gun Training to select this talent.

Splitshot (Ex): Whenever the gunner makes an attack action with a firearm, she can load two bullets and fire them as part of the same attack. When making an attack action in this fashion, her attack suffers a -2 penalty, but can target two adjacent creatures. For every four gunner levels she possesses, the targets may be +5 ft. away from each other and still be viable targets, so long as their distance from each other is not greater than the distance from her to either of them.

Stable Shooter (Ex): When wielding a sniper rifle or heavy autotek, the gunner is always treated as though it was supported or mounted and may reload these weapons while prone, although she takes a -2 penalty on attack rolls with these weapons when using them with this talent. This penalty is doubled when making a full attack action with weapons wielded with this talent.

Steady Shooting (Ex): The gunner has mastered techniques for making firearms more reliable and accurate at the expense of power. When firing a firearm as an attack action, she may ignore its misfire chance, but the weapon targets normal AC instead of touch AC. When firing a firearm in this manner, treat its range increment as 10 too. longer than it actually is, plus an additional 10 ft. for every four points of base attack bonus she possesses.

Unorthodox Firing (Ex): The gunner may fire any ranged weapon while prone. Additionally, she may use a leg in place of a hand when wielding a ranged weapon, although she must still use at least one hand to fire the weapon and suffer a -2 penalty to attack rolls while using a foot in this manner. This can allow you to fire the weapon in situations where two hands are not available, such as when hanging from a rope, grappling a creature, or in other, similar situations.

Versatile Precision (Ex): The gunner gains Critical Mastery as a bonus feat. The gunner can spend 2 grit points while using sure shot to increase the save DC of her Critical feats by 4. **Prerequisite:** The gunner must be at least 14th level to select this talent.

Weakness Shot (Ex): By spending a grit point as a full-round action, the gunner can make a single attack against an opponent who is up to three range increments away. This attack bypasses a number of points of damage reduction the target might have equal to her Dexterity modifier. If the target has uncanny dodge, it retains its damage reduction against this attack. DR/- cannot be bypassed this way.

Sharp-Shooting (Ex): At 3rd level, a gunner gains the ability to score hits that others would miss due to the target's cover. If the gunner attacks the target using cover, the cover bonus to the target's AC is reduced by 2.

Cover Fire (Ex): Beginning at 3rd level, the gunner knows not only how to directly engage her enemies, but also how to protect her allies. As an attack action, she may choose to fire a ranged weapon at an opponent within 30 feet to distract that opponent rather than to deal damage. The gunner makes an attack roll against the space a target occupies (AC 10). If successful, the targeted enemy must make a Reflex save (DC 10 + half of the gunner's level + her Dexterity modifier), or be staggered for one round. The gunner still expends ammunition as normal for this attack. If the attack roll would indicate a critical threat and the result would hit the opponent's AC, roll to confirm: if the critical hit is confirmed against the opponent's AC, the attack does normal damage as well. A gunner cannot use cover fire if her opponent or the square she targets would be subject to a miss chance (such as from a concealed target).

Gun Training (Ex): Starting at 4th level, a gunner can select one specific type of firearm (such as standard pistol and standard rifle). She gains a +1 bonus on attack and damage rolls when firing that type of firearm. In addition, she uses her Dexterity modifier as a bonus to damage rolls with that type of firearm as well. Furthermore, when she misfires with that type of firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (8th, 12th, 16th, and 20th), the bonus on attack and damage rolls increases by +1.

Flanking Fire (Ex): Beginning of 4th level, gunners are able to maneuver to their foes' sides and backs, and take advantage of the way this exposes these foes to attack. A gunner's ranged attacks count as melee attacks for the purposes of determining and awarding flanking bonuses.

Evasion (Ex): At 5th level and higher, a gunner can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful

save, she instead takes no damage. Evasion can be used only if the gunner is wearing light armor. A helpless gunner does not gain the benefit of evasion.

Improved Gunner Style (Ex): At 5th level, a gunner's aptitude with her guns improves. She is treated as having one of the following feats or a feat from the previous ability: Grit feat, Improved Precise Shot, Parting Shot, Point Blank Master, and Ranged Disarm, even if she does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when she wears light armor. She loses all benefits of this ability when wearing medium or heavy armor.

Uncanny Dodge (Ex): Starting at 6th level, a gunner can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A gunner with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a gunner already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Hairtrigger (Ex): Starting at 7th level, a gunner holding a drawn and loaded firearm at the ready receives a +4 circumstance bonus to Initiative.

Disengage (Ex): Once a gunner has reached 7th level, she learns how to effectively distance herself from enemies. When the gunner would provoke an attack of opportunity for moving out of a threatened space, she adds her Wisdom modifier to her Acrobatics rolls to avoid attacks of opportunity for the round and can move at full speed without increasing the Acrobatics DC.

Close Combat Shot (Ex): At 9th level, a gunner does not provoke attacks of opportunity when making ranged attacks with firearms within melee range of opponents.

Belly Shot (Ex): At 9th level, the gunner can move herself in such a way that leaves the opponent wide open for a shot to the gut, though is dependent on the enemy's movement. As a swift action, the gunner can make a dirty trick combat maneuver against the opponent's CMD that doesn't provoke an attack of opportunity. This check can only be done once per turn and must be made before any attacks. If successful, until the start of the gunner's next turn, any ranged firearm attacks from the gunner that hit the target while adjacent deals +1d6 points of damage. This damage increases to +2d6 at 13th level and to +3d6 at 17th level. Creatures immune to precision damage, critical hits, or sneak attacks do not take this additional damage.

Gunner Style Mastery (Ex): At 10th level, a gunner's aptitude with her guns improves again. She is treated as having one of the following feats or a feat from the previous two abilities: Pinpoint Targeting and Shot on the Run, even if she does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when she wears light armor. She loses all benefits of this ability when wearing medium or heavy armor.

Improved Uncanny Dodge (Ex): A gunner of 11th level or higher can no longer be flanked. This defense denies an enemy the ability to gain a bonus on attack rolls by flanking her, unless the attacker has at least four more character levels than the gunner does.

Covering Fire (Ex): Starting from 12th level, a gunner can expend a move action to do nothing. Upon doing so, and until their next turn, she threatens attacks of opportunity with her firearm out to her first range increment.

Evasive Gunner (Ex): At 13th level, a gunner gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level.

Critical Aim (Ex): At 14th level, the gunner's aim becomes a precise deadline. The critical threat range of all firearms in the hands of the gunner are increased by 1. At 18th level, this increases by 1 again. This stacks with Improved Critical and similar abilities, but is calculated after all other modifiers.

Improved Evasion (Ex): At 15th level, the gunner's evasion ability improves. This works like evasion, except that while the gunner still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless gunner does not gain the benefit of improved evasion.

Penetrating Shot (Ex): At 17th level, when a gunner confirms a critical hit with a firearm, the bullet pierces the target and can strike another creature in line behind it. The gunner must be able to trace a line starting at her space and passing through both targets to make this additional attack. The secondary attack is made at a -4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the bullet can continue to hit another target, but the penalties stack.

Death Shot (Ex): At 18th level, once per day, a gunner can make an attack with her firearm that is a guaranteed critical and has the chance of killing or incapacitating a target. After three rounds studying the target to line up a good shot, the gunner may decide whether to kill or incapacitate the target before the shot is fired, and the target is entitled to a Fortitude save (DC 10 + half of the gunner's level + her Dexterity modifier). If the target fails his save, the target either dies or is incapacitated (brought to -1 hit points, but stabilized)

Ranged Specialist (Su): At 19th level, a gunner's ranged attacks has her penalties for range increments halved. If the gunner has the Far Shot feat, she instead suffers no penalties for range increments.

True Grit (Ex): At 20th level, a gunner picks two deeds that she has access to and that she must spend grit to perform. She can perform these deeds for 1 grit point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the gunner can perform this deed as long as she has at least 1 grit point. If a deed could already be performed as long as she had at least 1 grit point, she can now perform that deed even when she has no grit points.