

NEOEXODUS ICONICS: FREJA ILYANOVKA



Female Human Gunslinger 3

N Medium humanoid

Homeland Arman Protectorate

Deity Sanguine Covenant

Init +4 (+6 if >= 1 grit) Senses Perception +8

Languages Common

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge); ACP +0

hp 25 (3d10+3)

Fort +4, Ref +7, Will +3

Defensive Abilities Bravery +1, Nimble +1

OFFENSE

Speed 30ft

Melee rapier +6 (1d6+2, 18-20)

Melee sap +6 (1d6+2 nonlethal)

Melee mwk pistol +6 (1d6+2)

Melee starter pistol +5 (1d6+2)

Ranged mwk pistol +8 (1d8, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1)

Ranged starter pistol +7 (1d8, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1)

Special Atks Point-Blank Shot, Precise Shot

STATISTICS

Abilities Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 10

Base Atk +3 CMB +5 CMD 19

Feats Gunsmithing, Point-Blank Shot, Precise Shot, Rapid Reload (pistol; makes reloading move action)

Skills Acrobatics +10, Perception +8, Survival +8

SQ deeds, grit (2), gunslinger's initiative

SPECIAL ABILITIES

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as a gunslinger has at least 1 grit point. Unless otherwise noted, a deed can be performed multiple successive times, as long as any appropriate grit is spent to perform the deed.

Deadeye (Ex) A gunslinger can target touch AC 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.

Gunslinger's Dodge (Ex) 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.

Quick Clear (Ex) 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.

Grit (Ex) Grit is a fluctuating measure of the gunslinger's ability to perform amazing actions in combat, both offensive and defensive. At the start of each day, a gunslinger gains her Wisdom modifier in grit points. Grit goes up or down throughout the day, but usually cannot go higher than the gunslinger's Wisdom modifier and regains grit in the following ways.

Critical Hit with a Firearm Each time a gunslinger confirms a critical hit with a firearm attack, she

NEOEXODUS ICONICS: FREJA ILYANOVKA



LPJDesign.com

regains 1 grit point. Such a critical hit must be confirmed in the heat of combat. Confirming a critical hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than half the gunslinger's character level does not regain grit.

Killing Blow with a Firearm The first time a gunslinger reduces a creature to 0 or fewer hit points with a firearm attack during the course of a day, she regains 1 grit point. Such a killing blow must occur in the heat of combat. Destroying a target or other 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 regain grit.

Gun Training (Ex) 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.

Gunslinger Initiative (Ex) 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.

Nimble (Ex) Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Pistol-Whip (Ex) A gunfighter 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. 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.

Utility Shot (Ex) 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 Attack lock

Scout Unattended Object Attack AC 5/7/11 to move object up to 15ft. On a miss, damage the object normally.

Stop Bleeding No attack roll needed.

EQUIPMENT

mwk studded leather, rapier, sap, mwk pistol, starting pistol, backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's rations, 25gp

Pistol Shots OOOOO OOOOO OOOOO OOOOO

THE ARMAN PROTECTORATE

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman - seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has developed firearms to combat its neighbor and traditional enemy, the Dominion.

The worse thing someone from the Protectorate can do (punishable by death or assassination) is to betray the secrets of gun-making to non-Armans. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons they call "clockwork warriors".

The Arman value personal achievement above all and those with great talents and abilities may rise to great heights within Arman society.

NEOEXODUS ICONICS: FREJA ILYANOVKA



Female Human Gunslinger 5

N Medium humanoid

Homeland Arman Protectorate

Deity Sanguine Covenant

Init +4 (+6 if ≥ 1 grit); Senses Perception +10

Languages Common

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +4 Dex, +2 dodge); ACP +0

hp 39 (5d10+5)

Fort +5, Ref +8, Will +3

Defensive Abilities Bravery +1, Mobility, Nimble +1;

OFFENSE

Speed 30ft

Melee +1 rapier +8 (1d6+3, 18-20)

Melee sap +7 (1d6+2 nonlethal)

Ranged +1 pistol +10 (1d8+5, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1)

Ranged starter pistol +9 (1d8+4, x4) (range: 20ft; misfire: 1 (5ft); capacity: 1)

Special Atks Point-Blank Shot, Precise Shot

STATISTICS

Abilities Str 14, Dex 19, Con 12, Int 8, Wis 14, Cha 10

Base Atk +5 CMB +7 CMD 21

Feats Dodge, Gunsmithing, Mobility, Point-Blank Shot, Precise Shot, Rapid Reload (pistol; makes reloading move action)

Skills Acrobatics +12, Perception +10, Survival +10
SQ deeds, grit (2), gun training (pistols), gunslinger's initiative

SPECIAL ABILITIES

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as a gunslinger has at least 1 grit point. Unless otherwise noted, a deed can be performed multiple successive times, as long as any appropriate grit is spent to perform the deed.

Deadeye (Ex) A gunslinger can target touch AC 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.



Gunslinger's Dodge (Ex) 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.

Quick Clear (Ex) 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.

Grit (Ex) Grit is a fluctuating measure of the gunslinger's ability to perform amazing actions in combat, both offensive and defensive. At the start of each day, a gunslinger gains her Wisdom modifier in grit points. Grit goes up or down throughout the day, but usually cannot go higher than the gunslinger's Wisdom modifier and regains grit in the following ways.

Critical Hit with a Firearm Each time a gunslinger confirms a critical hit with a firearm attack, she regains 1 grit point. Such a critical hit must be confirmed in the heat of combat. Confirming a critical

NEOEXODUS ICONICS: FREJA ILYANOVKA



hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than half the gunslinger's character level does not regain grit.

Killing Blow with a Firearm The first time a gunslinger reduces a creature to 0 or fewer hit points with a firearm attack during the course of a day, she regains 1 grit point. Such a killing blow must occur in the heat of combat. Destroying a target or other 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 regain grit.

Gun Training (Ex) 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.

Gunslinger Initiative (Ex) 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.

Nimble (Ex) Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Pistol-Whip (Ex) A gunfighter 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. 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.

Utility Shot (Ex) 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 Attack lock

Scoot Unattended Object Attack AC 5/7/11 to move object up to 15ft. On a miss, damage the object normally.

Stop Bleeding No attack roll needed.

EQUIPMENT

+1 mithral shirt, +1 rapier, sap, +1 pistol, starting pistol, backpack, bull's eye lantern, grappling hook, oil (5), 2x potion of cure moderate wounds, oil of bless weapon, potion of *delay poison*, potion of *hide from animals*, potion of **hide from undead**, silk rope, two week's rations, 300gp in mundane equipment, 200gp

Pistol Shots 00000 00000 00000 00000
00000 00000 00000 00000

THE ARMAN PROTECTORATE

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman - seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has developed firearms to combat its neighbor and traditional enemy, the Dominion.

The worst thing someone from the Protectorate can do (punishable by death or assassination) is to betray the secrets of gun-making to non-Armans. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons they call "clockwork warriors".

The Arman value personal achievement above all and those with great talents and abilities may rise to great heights within Arman society.