Starfarer's Codex:
LEGACY GUNSLINGER

CREDITS

Author: Owen K.C. Stephens

Editor: Rogue Genius Games

Cover Art: GrandFailure

Interior Art: Algol, GrandFailure, and Tsuneomp

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Publisher: Owen K.C. Stephens

Project Manager: Lj Stephens

Consigliere: Stan!

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Introduction

The Starfinder Roleplaying Game has various legacy options that pull from it's fantasy-themed predecessors, ranging from fantasy races in the Legacy chapter of the core rulebook)(dwarves, elves, gnomes, halflings, half-elves and half-orcs), to concepts and themes spread throughout the rules (from the rune of the eldritch knight ability in the soldier's arcane assailant fight style to magic missile remaining an option for spellcasters). That tradition is being expanded by offerings from various publishers, including our own efforts to add new base classes in the *Starfarer's Companion*, and *Starfarer's Codex: Witch Legacy Class*, and Everyman Gaming's Star Log.EM series which provides options inspired by legacy content for the assassin, duelist, eldritch knight, eldritch trickster, loremaster, mystic theurge, and shadowdancer.

And obviously when looking at potential legacy content to bring into the Starfinder Roleplaying Game, the gunslinger class immediately piques interest. While not universally beloved as a concept for fantasy gaming, many of the Old West-inspired tropes of the gunslinger adapt very well to science-fantasy stories, many of which are drawn from genres that themselves often borrow from the Old West, from cyberpunk "cowboys" to starships replacing stagecoaches and wagon trains in stories of exploration and the frontier.

The big question becomes how to best adopt the gunslinger concept to a more advanced technological setting. A big part of the fantasy version of the gunslinger class is that it gives access to firearms and makes them less-terrible and less-unreliable choices. Since small arms, longarms, and sniper rifles aren't terrible choices in the Starfinder Roleplaying Game and are easy to gain access to and have proficiency with, there's no need for a whole class that takes up a lot of its abilities fixing those fantasy-rules-related issues. And it's common for science-fantasy settings to present advanced gun skills as something that can be combined with a character that fills roles that can be defined well by characters taking other classes, especially envoy, mechanic, and soldier, so why restrict the concept to just one class?

The Legacy Gunslinger concept is to take the things that are really interesting about the original class and update them to work well with any Starfinder Roleplaying Game character class at any character level. It provides four ways to get gunslinger abilities: gunslinger class options for the operative and soldier (giving those classes options to gain gunslinging ability that exceeds any other class), the gunslinger archetype, the gunslinger feat, and (for people who really just want to "play a gunslinger") a gunslinger

base class. A campaign can make just one of these methods available, select any two or three, or allow all four (although the gunslinger base class should not be allowed to also take the gunslinger archetype.

While the class options, archetype, and feat are all presented below, the gunslinger base class is presented at the end of this product.

Gunslinger Class Options

Two classes lend themselves especially well to making gunslinger-focused characters—the operative and the soldier—so we present special class features that allow those two classes to access gunslinger abilities. If a GM wants to limit how much gunslinging enters a campaign, he can choose to only allow these class features, preventing anyone from taking the gunslinger archetype, or the Gunslinger feat. Alternatively, if all these options are allowed into a game, a player could maximize their gunslinging ability by laying a soldier with the gunslinger fighting style, gunslinger archetype, and taking the Gunslinger feat as often as possible.

Operative Gunslinger

An operative can select the gunslinger specialization at 1st level to gain some specific ranged-weapon tricks. An operative may also choose to give up the trick attack and debilitating attack class features to gain additional gunslinger abilities at 1st, 2nd, 3rd, and 4th level, and every 2 levels thereafter. You are limited to gunslinger abilities with a level equal to your class level or less.

Associated Skills: Intimidate and Perception. You can use Perception to make a trick attack by spotting a weakness in your target's defenses.

Specialization Exploit: Select any one gunslinger ability of 9th level or less.

Greater Gunslinger: At 11th level, you select any one gunslinger ability of 18th level or less. You may select a possessively named ability, even if you have already selected abilities from two other possessives (see Possessive Names, below).

Soldier-Gunslinger

A soldier can select the gunslinger fighting style as either a primary or secondary fighting style (but not both). This grants you a gunslinger ability of your

choice at 1st, 5th, 9th, 13th, and 17th level. When selecting what gunslinger abilities you qualify for, you may select abilities equal to your total character level or less, or equal to your soldier level +1 or less, whichever is better. Thus a 5th level vesk soldier with the gunslinger fighting style could select a gunslinger ability of 6th level or less.

Gunslinger Archetype

You are more than proficient with guns, you are focused on them to a degree most gun users can neither duplicate nor understand.

Special: You must be proficient with small arms, longarms, or sniper rifles to take this archetype.

Gunslinger Ability: At 2nd, 4th, 6th, 9th, 12th, and 18th level you may choose to take gunslinger abilities as alternate class features (using the normal archetype rules to determine what class feature it replaces, and being limited to gunslinger abilities with a level equal to your class level or less). If you do not do this at any given level, you receive the normal class features for your class at that level.

Gunslinger Feat

The gunslinger feat can add a little gunslinging ability to any character—or if taken repeatedly make gunslinging a major part of a character's effectiveness.

GUNSLINGER (COMBAT)
You are a master of slinging guns.
   Prerequisites: Proficiency with small arms.
   Benefit: Select one gunslinger ability of your character level or less.
   Special: You can select this feat more than once. Each time, you select a new gunslinger ability of your character level or less.

Gunslinger Abilities

Regardless of how you gain your gunslinger abilities (alternate class features, feat, archetype, or base class), they are selected from the list below. Gunslinger abilities are organized by their level, which determines what your class or character level must be (as determined by the way you gain gunslinger abilities) must be to select each ability. Unless it specifies otherwise, you can't select a gunslinger ability more than once.

Method Abilities

Several gunslinger abilities note they are part of a specific method of gunslinging, such as "Blatherskite's Stagger" [Blatherskite method] and Firebrand's Fury [Firebrand method]. Generally, these are abilities drawn from various legacy gunslinger archetypes. Thus, they represent distinctive ways of approaching gunslinging, each it's one dedicated method, and one character can only master so many of them.

Regardless of what source you use to gain your gunslinging abilities (archetype, feat, or whatever), you can't have abilities that draw from more than two methods. Thus, if you already have a Blatherskite method ability and an Ace Shooter method ability, you can't select a Gun Tank method ability. There's no limit on how many abilities you can have within your two methods, you just can't take any from a third method.

Gunslinger Ability Descriptions

Except as noted, gunslinger abilities are treated as class features.

1st-Level Gunslinger Abilities

Blatherskite's Stagger (Ex): [1st Level, Blatherskite method] When a ranged attack would normally miss you, you can choose to allow it to hit you and dramatically stagger a few steps backward, moving up to 10 feet directly away from the attacker. This movement provokes attacks of opportunity as normal, and is not considered an action. The attack deals the minimum amount of damage (as though the attacker had rolled a natural 1 on each damage die).

At 2nd level, if a ranged attack hits you but the attack roll exceeds you AC by no more than your key ability score bonus, as an immediate action you can choose to take the minimum amount of damage and move up to 10 feet directly away from the attacker. This movement provokes attacks of opportunity as normal. Once you use this ability this way it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

Commando's Trap (Ex): [1st Level, Commando method] You can set a trap in a specific square, using an explosive, grenade, small arm, longarm, or sniper weapon. You set the weapon to make an attack against the first creature to enter the square that meets your trap's trigger requirements. You may set trigger requirements based on size (one specific size, or any creature of a set size or larger, or set size or smaller), weight (of a given bulk or more), direction (if a creature enters the square from a specific side), or anything you can detect with a scanner you use as part of the trap.

When the first qualifying target enters the square, the weapon used to set the trap makes an attack using your level as its attack bonus, or 10 +1/2 your character level + your key ability score modifier as its DC, as appropriate. The DC to spot your trap is 15 + 1.5 x your character level, and the DC to bypass it is 15 + 1.5 x your character level. You can only have a number of traps active at a time equal to your key ability score modifier. If you already have this number of traps active, when you create a new trap the oldest previous one ceases to be active.

Making such a trap takes 10 minutes, but you can expend 1 Resolve Point to do it as a full action. Each trap uses its own weapon, and you can't have multiple traps in the same square or adjacent squares. If you use explosives or a grenade, it must be placed where you set your trap and is expended when the trap is set off. If you use a ranged weapon, you can set the weapon anywhere within close range (25 feet + 5 feet/2 levels) of the trapped square that gives the weapon line of sight to it, and you can alter recover the weapon after the trap is set off. You can automatically disable your own trap.

Setting a trap takes ten minutes. You can set a trap as a full action if you expend 1 Resolve Point.

Fancy Shooting (Ex): [1st Level] You can make an attack with a small arm, longarm, or sniper weapon that is particularly impressive to behold, especially on the receiving end. When you succeed at harrying fire, the first creature attacked by the target of your harrying fire before the end of your next turn also receives benefits as if you had protected that target with covering fire. You are also treated as if you had ranks equal to your character level in the skill Profession (fancy shooter).

Firebrand's Fury (Ex): [1st Level, Firebrand method] You add a +1 insight bonus to damage rolls for all grenade, blast, and explode weapon attacks that deal damage. This increases by +1 when your base attack bonus reaches +4, and for every +4 BAB thereafter.
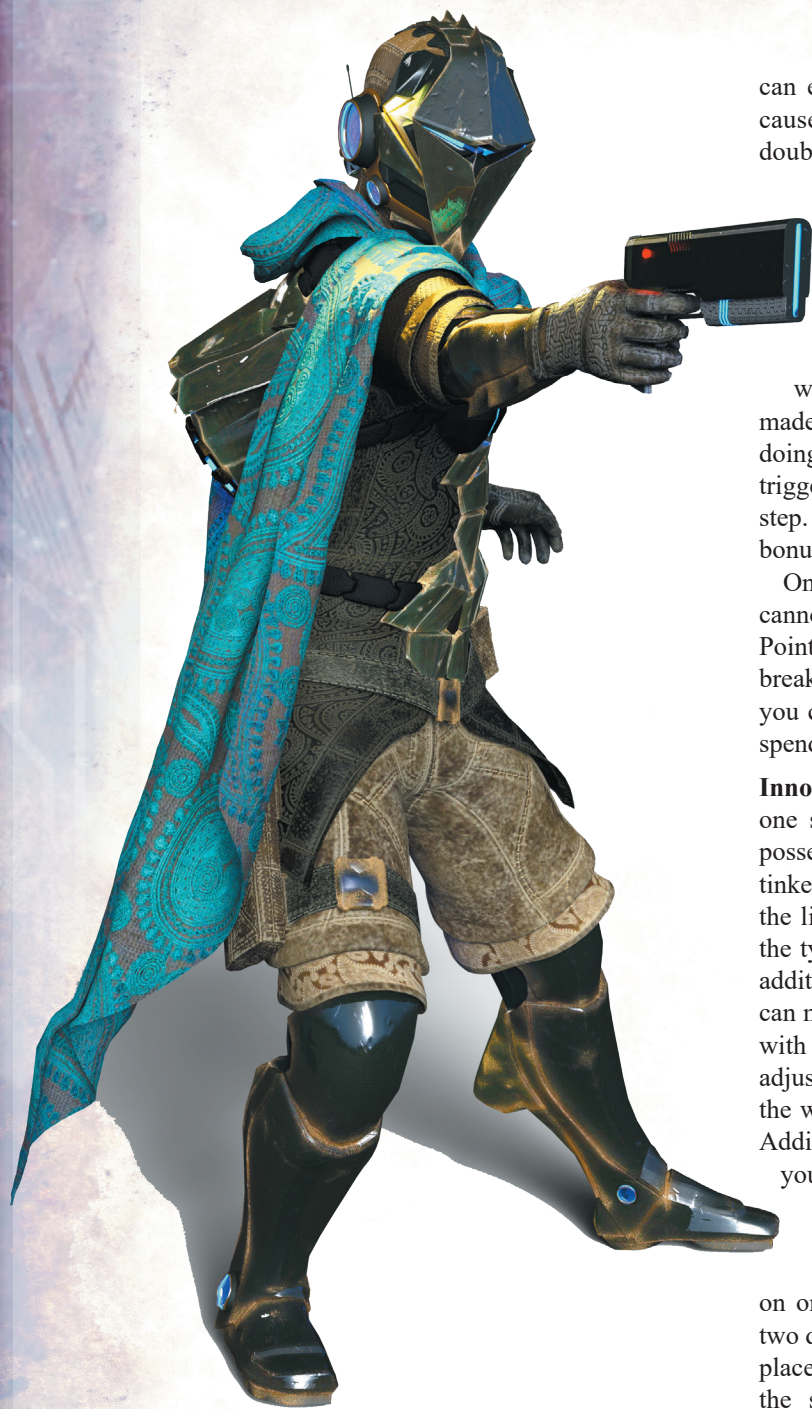
can expend 1 Resolve Point as a reaction to either cause the attack to do normal damage (rather than double damage), or to negate the critical hit effect of the attack. You make this decision after you know what critical hit effect the attack has (if any), but before damage or any saving throw is rolled.

Gunslinger's Dodge (Ex): [1st Level] You gain an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against you, you can move 5 feet as a reaction; doing so grants you a +2 bonus to AC against the triggering attack. This movement is not a guarded step. Alternatively, you can drop prone to gain a +4 bonus to AC against the triggering attack.

Once you use this ability it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

Innovations (Ex): [1st Level] You can modify one small arm, longarm, or sniper weapon in your possession to grant it advantages as a result of your tinkering, in the form of one innovation selected from the list below. This innovation is a radical change to the typical design of a weapon, and comes with both additional benefits and noteworthy drawbacks. You can maintain only one experimental weapon modified with one or more innovations, as it requires constant adjustments and much of her time is spent maintaining the weapon, and it is keyed to only function for you. Adding an innovation to a weapon takes 1 hour, and if you exceed the number of weapons you can maintain with innovations, the oldest innovation you were maintaining ceases to function.

At 7th level you may place two innovations on one weapon or maintain the same innovation on two different weapons. At 13th level you can you may place three innovations on one weapon or maintain the same innovation on three different weapons. Alternatively, at 7th level you can add one innovation to one weapon without adding the drawback, and at 13th level you can add two innovations to one weapon without it gaining either drawback.

Expanded Capacity: If your weapon has a capacity of 5 or more, you increase it by +2 or +20% (whichever is more). If it uses physical ammunition or petrol, you must provide the extra ammunition to

Gun Tank's Armor Training (Ex): [1st Level, Gun Tank method] You gain proficiency in heavy armor, or powered armor, your choice. You do not need to meet any prerequisites.

Gun Tank's Fortification (Ex): [1st Level, Gun Tank method] When you are wearing heavy armor or powered armor and are hit by a critical hit, you

fill this capacity. If it uses batteries, the additional capacity comes from the same size battery (the weapon is just more efficient). Drawback: Because of the complexity of increasing its capacity, your weapon is prone to jam or overheat. If you make an attack roll with the weapon that is a natural 1, the weapon jams or overheats and you must take a move action to fix it before you can make further attacks with it.

Expanded Chamber: Your weapon has a much larger than normal chamber, allowing it to transfer more energy to its target. The weapon grants a +1 circumstance bonus on damage rolls, with an additional +1 per 5 item levels of the weapon. Drawback: When the weapon scores a critical hit, it causes a blowback and you take this additional damage rather than your target (which still takes normal critical damage and any critical effect).

Grapple Launcher: Your weapon includes a special set of rails that allows you to slide a grappling hook over the barrel and fire it as a standard action. This functions as a grappler set over the muzzle of your weapon. Drawback: This attachment throws off the balance of the weapon, reducing its range increment by 50%. Light weapons this this innovation increase to 1 bulk, and weapons of 1 or more bulk add 1 bulk.

Vial Launcher: Your weapon has a special tube that allows it to load and fire a single vial as a ranged attack. This functions as if the weapon had the injection special weapon property, except it can only have a single injection shot loaded at a time, you may select which attack is an injection attack (prior to making any attack roll), and you may also use this to deliver spell ampules with a successful ranged attack. Drawback: This system is complex and causes the weapon to take a full round to reload, and the injection and other ammunition must be reloaded separately (each with its own full action).

Pistol-Whip (Ex): [1st Level] You can use your small arm, longarm, or sniper weapon as a melee weapon. Select a bludgeoning basic melee weapon that does not have the powered special weapon property with an item level equal to or lower than your ranged weapon. Treat your ranged weapon as this melee weapon for purposes of threatening spaces, making melee attacks and attacks of opportunity, and dealing damage, but grant it the knockdown critical hit effect (replacing any critical hit effect it normally has). When used in

this way, the weapon still benefits from any weapon fusions it has that would apply to an unpowered bludgeoning melee weapon. Once you have selected what melee weapon a specific gun functions as for melee, this choice cannot be changed.

Pistolero (Ex): [1st Level] If you have at least 1 Resolve Point remaining, when you are making attacks only with small arms you can take a full attack as a standard action. You cannot combine this with other attack options that are normally a standard action (such as scavenger's aim or ace shooter's resolve) or full action other than a full attack.

Recoil (Ex): [1st Level] When you have at least 1 Resolve Point remaining and are wielding a small arm, longarm, or sniper weapon and fail an Acrobatics check (or an Athletics check made to jump), as a reaction you can expend 1 usage from the wielded weapon to reroll the skill check. If your d20 roll for that check is less than the item level of the weapon you discharge to use this ability, replace the value of the d20 roll for the weapon's item level.

Retributive Shot (Ex): [1st Level] As long as you have at least 1 Resolve Point remaining and are wielding a small arm, longarm, heavy weapon, or sniper weapon, if you are knocked unconscious by a creature you are aware of, you can make a ranged attack with the appropriate weapon you are wielding as a reaction.

Scavenger's Aim (Ex): [1st Level, Scavenger method] You can fire off attacks nearly at random, making it very difficult for foes to predict where you are shooting and thus not know how to avoid your fire. As long as you have two or more foes that are currently legitimate targets of a small arm or longarm you are making an attack with, as a standard action you may determine which one you attack at random. You gain a +1 bonus to the attack roll, and expend twice the normal usage for your weapon. If you cannot expend twice the normal usage, you cannot use this ability.

Siege Master's Targeted Blast (Ex): [1st Level, Siege Master method] As long as you have at least 1 Resolve Point remaining when using a small arm, heavy weapon, longarm, or sniper weapon with the line, blast, or explode special weapon property, or make an autofire attack with such a weapon, you can focus the brunt of the attack on a single creature within the target area. The target creature takes additional

damage equal to half the item level of the weapon used to make the attack. All other targets take half the weapon's damage. Attack rolls and saving throws are made as usual, and you must select the target to focus on before any attack or saving throw rolls are made.

Spotter's Observation (Ex): [1st Level, Spotter method, language-dependent, sense-dependent] As a standard action you can gauge the distance to a specific target you have line of sight to, and give advice to your allies on what factors may affect ranged attacks against that target. Any ally you can communicate with (either directly or through comm units) halves any penalty from cover or range increments they take to ranged attacks against that target until the beginning of your next turn.

If you have the get 'em or improved get 'em envoy improvisations, you can use spotter's observation as part of the same action you use for those abilities rather than as its own standard action.

Utility Shot (Ex): [1st Level] If you have at least 1 Resolve Point remaining, you can perform all of the following utility shots. Each utility shot can be applied to any single attack with a ranged weapon, but you must declare the utility shot you are using before firing the shot.

Blast Lock: You make an attack roll against a lock within the first range increment of your ranged weapon. A Diminutive lock usually has AC 15, and larger locks have a lower AC. The lock gains a bonus to its AC equal to its item level or hardness (whichever is greater). *Hold portal* grants a +5 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 undamaged and can no longer be opened with this ability (though it can be damaged or opened with the Computers or Engineer skills as normal).

Scoot Unattended Object: You make an attack roll against a Tiny or smaller unattended object within the first range increment of your ranged weapon. For this purpose, 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, you do not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin.

Stop Bleeding: You expend one usage of a ranged weapon and then press the hot barrel (or hot energy vent, or power cable, or some other part of the weapon that heats when it uses energy or fires) against yourself or an adjacent creature to staunch a bleeding wound. This ends a single bleed condition affecting the creature. You can do this in place of an attack (as a standard action, or part of a full action allowing multiple attacks).

Warden's Eye for Trouble (Ex): [1st Level, Warden method] You make either Perception or Sense Motive a class skill. If both are already class skills, you select one to gain a +1 bonus.

Additionally, when you make a Perception or Sense Motive check, you may choose to roll twice and take the better of the two results. Once you use this ability this way it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

3rd-Level Gunslinger Abilities

Ace Shooter's Resolve (Ex): [3rd Level, Ace Shooter method] As long as you have at least 1 Resolve Point remaining, you can make a ranged attack with a small arm, longarm, or sniper weapon as a standard action and ignore the effects of concealment (though not total concealment) and cover (other than total cover) against that attack.

Blatherskite's Initiative (Ex): [3rd Level, Blatherskite method] As long as you have at least 1 Resolve Point remaining, (and as long as you are not paralyzed, prone, or otherwise immobilized), you can take a guarded step and attempt a Stealth check to hide as part of an initiative check, provided there is an object or a larger creature to hide behind; if you spend 1 Revolve Point, you can move up to half your speed instead of taking only a guarded step as part of the initiative check.

Commando's Trap Shot (Ex): [3rd Level, Commando method]. If you have at least 1 Resolve Point remaining, as a standard action you can target one grid intersection with a small arm, longarm, or sniper weapon. If you hit the grid intersection's AC (normally AC 5), you trigger a single trap or unattended explosive (with or without detonator) within 5 feet, even if you are unaware of the trap. If there are multiple traps within the same 5-foot radius, you may select any one trap

you are aware of to be the one triggered; otherwise it is determined randomly. If a creature is occupying the same square as the triggered trap, the trap affects the creature as if it had triggered the trap.

Dust Cloud (Ex): [3rd Level] You can harass foes by shooting the ground to form clouds of dust, bouncing attacks off belt buckles, creating bright flashes by shooting a nearby wall, and so on. As long as you have at least 1 Resolve Point remaining, as a standard action you can make a dirty trick combat maneuver at range using a small arm, longarm, or sniper weapon. You gain a +2 bonus to this combat maneuver's attack roll.

If you have the trick attack class feature, you may instead use this ability as part of a trick attack. This functions as a trick attack but you must hit your target's KAC +8, and instead of doing damage you perform a dirty trick on the foe.

Firebrand's Bomb (Ex): [3rd Level, Firebrand method] This functions as the grenade expert feature of the soldier's bombard fighting style.

Gun Tank's Deflection (Ex): [3rd Level, Gun Tank method] When in heavy armor or powered armor, you gain a +1 bonus to your AC and Reflex saves against blasts, explosions, and area attacks. This increases to +2 at 10th level.

Gunslinger's Initiative (Ex): [3rd Level] As long as you have at least 1 Resolve Point remaining, you gain the following benefits. First, you gain a +2 bonus on initiative checks. Furthermore, if you have the Quick Draw feat, your hands are free and unrestrained, and the small arm is not hidden, you can draw a single small arm, longarm, or sniper weapon as part of your initiative check.

Gunslinger's Specialization (Ex): [3rd Level] When you take the attack or full attack action with a small arm, without using any class features or feats that increase attack rolls or damage (other than Weapon Focus and other gunslinger abilities), you add damage equal to 1-1/2 your level to damage done with small arms (instead of Weapons Specialization's normal bonus for small arms of half your level).

Nimble (Ex): [3rd Level] You gain a +1 enhancement bonus to EAC and KAC when conscious and not wearing heavy armor or powered armor.
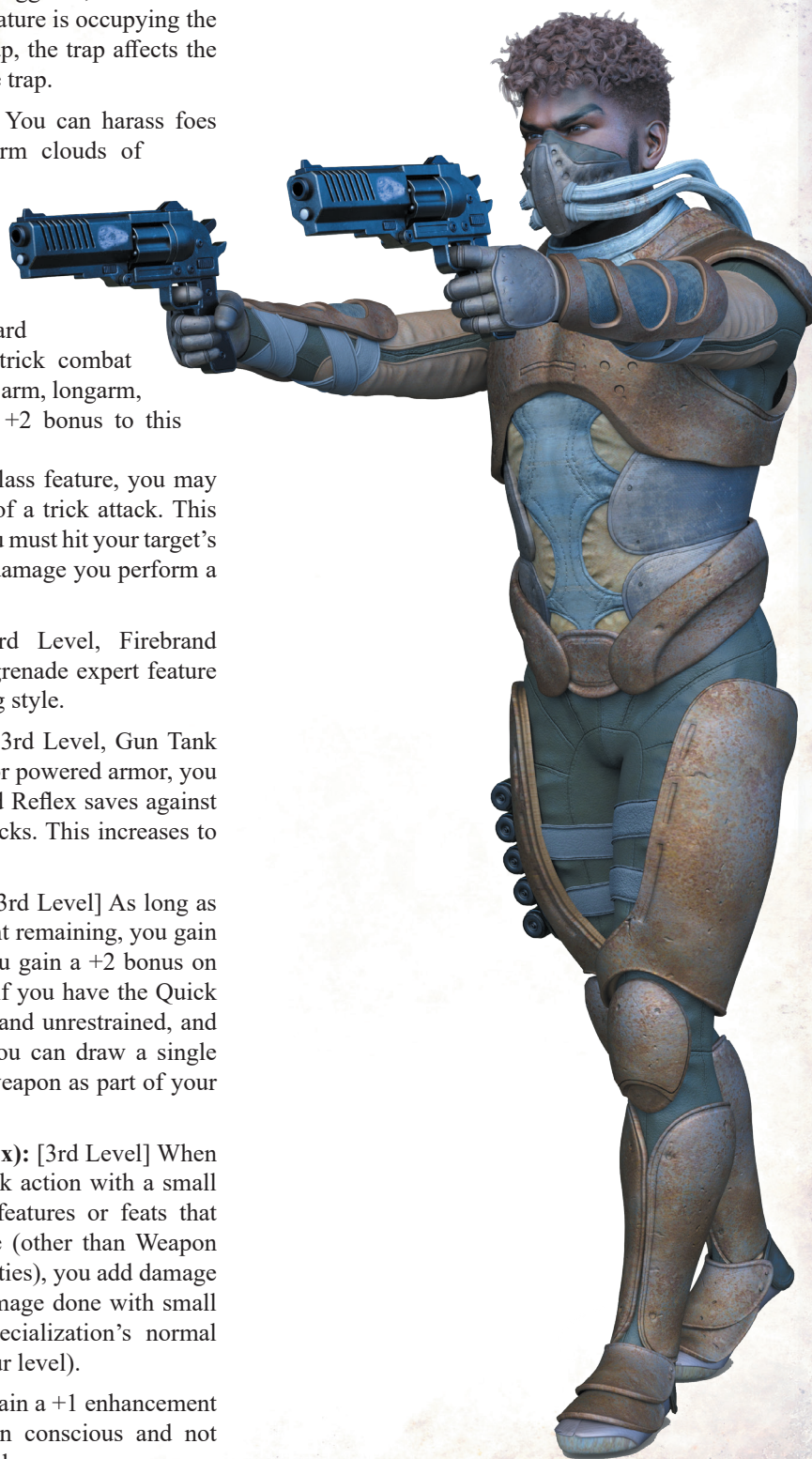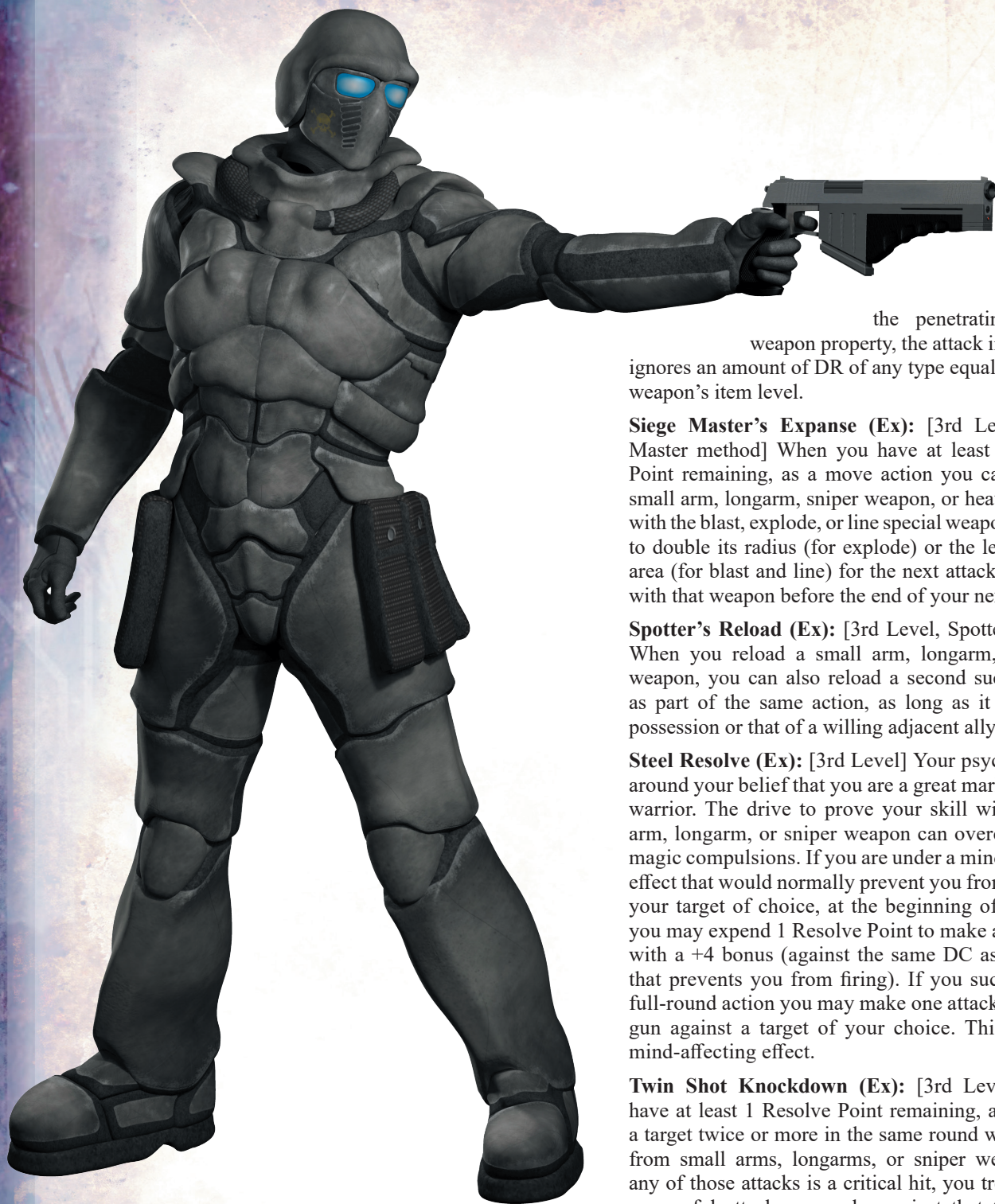
the penetrating special weapon property, the attack instead also ignores an amount of DR of any type equal to half the weapon's item level.

Siege Master's Expanse (Ex): [3rd Level, Siege Master method] When you have at least 1 Resolve Point remaining, as a move action you can adjust a small arm, longarm, sniper weapon, or heavy weapon with the blast, explode, or line special weapon property to double its radius (for explode) or the length of its area (for blast and line) for the next attack you make with that weapon before the end of your next turn.

Spotter's Reload (Ex): [3rd Level, Spotter method] When you reload a small arm, longarm, or sniper weapon, you can also reload a second such weapon as part of the same action, as long as it is in your possession or that of a willing adjacent ally.

Steel Resolve (Ex): [3rd Level] Your psyche is built around your belief that you are a great marksman and warrior. The drive to prove your skill with a small arm, longarm, or sniper weapon can overcome even magic compulsions. If you are under a mind-affecting effect that would normally prevent you from shooting your target of choice, at the beginning of your turn you may expend 1 Resolve Point to make a Will save with a +4 bonus (against the same DC as the effect that prevents you from firing). If you succeed, as a full-round action you may make one attack with your gun against a target of your choice. This ends the mind-affecting effect.

Twin Shot Knockdown (Ex): [3rd Level] If you have at least 1 Resolve Point remaining, and you hit a target twice or more in the same round with attacks from small arms, longarms, or sniper weapon, and any of those attacks is a critical hit, you treat the last successful attack you make against that target with appropriate weapons in that round as applying the knockdown critical hit effect (even if that attack is not the one that was a critical hit, and even if it is a critical hit that also has another critical hit effect).

Warden's Reflexes (Ex): [3rd Level, Warden method] As long as you have at least 1 Resolve Point remaining, you may act in the surprise round of combat, even if

Penetrating Shot (Ex): [3rd Level] When you have at least 1 Resolve Point remaining, as a full action you can make a single attack with a small arm, longarm, or sniper weapon that gains the penetrating special weapon property, treating your character level as the weapon's item level. If the weapon already has

you would not normally be allowed to do so, though you remain flat-footed until you act in the first regular round of combat, Additionally, if you act in the surprise round, you may expend 1 Resolve Point to take a move, standard, and swift action, or full action (rather than be limited to just a move or standard action).

6th-Level Gunslinger Abilities

Ace Shooter's Vigilance (Ex): [6th Level, Ace Shooter method] As long as you have at least 1 Resolve Point remaining, your ranged attacks do not provoke attacks of opportunity.

Blatherskite's Surprise (Ex): [6th Level, Blatherskite method] When you succeed at a saving throw against a spell or an effect that would cause you to be blinded, confused, dazed, fascinated, frightened, nauseated, paralyzed, or stunned, you can allow the effect to affect you normally. As long as you have at least 1 Resolve Point remaining when you choose to do this, as an immediate action you can also cause the creature from which the effect originated to become flat-footed and off-target for a number of rounds equal to half the duration of the effect (in rounds) or half your level, whichever is lower (minimum 1 round).

If you instead spend 1 Resolve Point, you can use this ability as a reaction when you succeed at an appropriate effect, without allowing it to affect you.

Dead Shot (Ex): [6th Level] As a full action, you can expend 1 Resolve Point to make a single ranged attack, rolling your attack twice and using the better of the two results. This can be combined with the full action to aim and fire a sniper weapon, but does not work with any other class feature or feat that increases attack rolls or damage (other than gunslinger abilities).

Firebrand's Boom (Ex): [6th Level, Firebrand method] As long as you have at least 1 Resolve Point remaining, as a full action you can make a single attack with a small arm, longarm, or sniper weapon as if the weapon had the blast special weapon property.

Once you use this ability it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

Scavenger's Jury-Rig (Su): [6th Level, Scavenger method] You can adjust the settings on your small arm, longarm, or sniper weapon (along with the minor magical elements even nonmagical ranged weapons typically have) to alter how it functions. You can expend 1 Resolve Point to grant any one of the following weapon fusions to the weapon for 1 round per character level: *ethereal, flaming, frost, merciful,* or *shock*. The weapon can't gain a fusion it already has, the new infusion doesn't count against the total levels of fusions the weapon can have, and if you use this ability again any previous fusion ends. You can activate this ability as a move action, or as part of the action used to fire the weapon.

Spotter's Aim (Ex): [6th Level, Spotter method] As long as you have at least 1 Resolve Point remaining, you can treat any longarm as if it had the sniper special weapon property, with its sniper range increment equal to x1.5 it's normal range increment. If you fire a weapon that already has the sniper special weapon property, you treat its sniper range increment by x1.25 it's normal range increment.

Startling Shot (Ex): [6th Level] If you have at least 1 Resolve Point remaining, when you successfully use covering fire or harrying fire against a creature, you can choose to also cause it to be flat-footed for 1 round.

Targeting (Ex): [6th Level] When you make a ranged attack you may choose to make it a targeting attack. This is announced before you make your attack roll. If you hit, you inflict the following effects depending on the part of the body aimed at. If a creature does not have one of the listed body locations, the GM can determine if it has an equivalent body part or not [and may require a Perception or Life Sciences check (DC 15 +1-1/2 target's CR) for you to know and recognize such an equivalent]. Creatures immune to critical hits or critical hit effects are immune to this ability.

Once you use this ability it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

Arms: On a hit, the target takes no damage from the hit but drops one held item of your choice that it can drop, even if the item is wielded with two hands.

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 causes any critical hit effect your weapon possesses to be triggered on an attack roll of 18 or better (the die shows an 18, 19, or 20) that hits the target's AC, even though an 18 or 19 is not a critical hit.

Wings: On a hit, the target is damaged normally, and must make a Fly check (DC 15 + 1-1/2 your base attack bonus) or fall 20 ft.

Warden's Warning Shot (Ex): [6th Level, Warden method] As long as you have at least 1 Resolve Point remaining, when you successfully hit a foe with an attack from a small arm, longarm, or sniper weapon, you may choose to have the attack miss, forcing the target to reconsider its actions. It is staggered for one round. If you do this to a creature that has not yet moved in the surprise round, it instead loses its action this round.

Once you use this ability it is expended, and you cannot normally use it again until you spend 1 Resolve Point to regain Stamina Points after taking a 10-minute break or you regain your daily abilities. However, you can use this ability even when it is expended by spending 1 Resolve Point to do so.

9th-Level Gunslinger Abilities

Bleeding Wound (Ex): [9th Level] Any ranged weapon attack you make adds the bleed critical hit effect (1d6 bleed, +1d6 for every 5 full item levels of the weapon) in addition to any other critical hit effect it has. Additionally, when you make a successful ranged weapon attack, as a reaction you can spend 1 Resolve Point to add this bleed to its damage.

Clipping Shot (Ex): [9th Level] When you miss with a small arm, longarm, or sniper weapon attack, as a reaction you can spend 1 Resolve Point to deal half the damage that attack would have dealt if it were a hit (roll damage normally).

Lighting Reload (Ex): [9th Level] You can reload a ranged weapon as a reaction. This includes the time to take the additional clip or battery out of an easily accessible space.

12th-Level Gunslinger Abilities

Ace Shooter's Pinning Shot (Ex): [12th Level, Ace Shooter method] When firing a small arm, longarm, or heavy weapon that uses darts or arrows (such as a crossbolter) you can make 1 attack as a full action to give the weapon the entangling special weapon property.

Gun Tank's Resilience (Ex): [12th Level, Gun Tank method] As long as you have at least 1 Resolve Point remaining and makes a successful Fortitude saving throw against an attack that would deal half damage or have a partial effect with a successful save, you instead take no damage or other effects from that

attack. Furthermore, you gains a +2 bonus on all saving throws against fear and mind-affecting effects.

Menacing Shot (Ex): [12th Level] As a standard action you can spend 1 Resolve Point, shoot one ranged weapon into the air, and affect all foes within a 30-foot-radius burst as if they were subject to the 4th spell level *fear* spell. The DC of this effect is equal to 10 + 1/2 your character level + your key ability score modifier.

18th-Level Gunslinger Abilities

Cheat Death (Ex): [18th Level] When you are reduced to 0 HP by any single source of damage, you can spend 2 Resolve Points to be reduced to 1 HP instead.

Deadly Accurate (Ex): [18 Level] You add the wound critical hit effect to all small arms, longarms, and sniper weapons you attack with, in addition to any other critical hit effects those weapons have. If the weapon already has the wound critical hit effect, you instead replace it with the severe wound critical hit effect.

Stunning Shot (Ex): [18th Level] After a successful attack, as a reaction you can spend 2 Resolve Points to cause a single target of your choice hit by that attack to be Stunned for 1 round (Fortitude save [DC 10 +1/2 your character level +your key ability score modifier] negates).

Dare Feats

Dare feats are not restricted to characters with gunslinger abilities, but they represent the same kind of calm in the face of adversity and ability to seize victory from the jaws of defeat that gunslingers are famous for, so they are included here as additional options for such characters.

Dare feats only become active when you run out of Resolve Points, and go back to being inactive when you regain any Resolve Points. Each also has a method for restoring Resolve Points, which also causes the feat to be inactive (until and unless you run out of Resolve again). Dare feats don't have prerequisites—they can be taken by any character from the plucky young scholar searching for a stolen volume of a rare book in the rough undercity's black markets, to the grizzled veteran of the space battle who has seen too much horror to be shaken when things go south.

In addition to their listed effects, all characters with Dare feats gain a bonus to saves against fear effects (equal to their total number of dare feats) when they are out of Resolve Points.

Dare Feat Descriptions

Except as noted above, dare feats follow the normal rules for feats from the Starfinder Roleplaying Game.

FRANTICALLY NIMBLE (DARE)

When the chips are down, you gain a surge of evasiveness.

Benefit: While this dare is active, you gain a +1 bonus to AC. You regain 1 Resolve Point when you are attacked and missed in three consecutive rounds by a significant enemy (the attacks need not come from the same enemy) without being hit in any of those rounds.

OUT FOR BLOOD (DARE)

You can fight like a cornered rat.

Benefit: While this dare is active, if your attack has a critical hit effect, your attack roll is a natural 19 (a "19" shows on the die), and you meet or exceed your target's AC, your attack applies its critical hit effect (though it does not do double damage as a critical hit normally does). If you score a normal critical hit against a significant enemy, you regain one Resolve Point.

RUN LIKE HELL (DARE)

When the going gets tough, you can really get going.

Benefit: While this dare is active, your speed increases by 10 feet, you are not flat-footed when taking the run action, and you can take the run action even through difficult terrain or when you can't see where you are going. You regain 1 Resolve Point if a significant enemy takes an attack of opportunity provoked by you moving out of a threatening space, and the attack misses.

VIGILANTE SHOOTER (DARE)

You'll jump through hell to turn the tides of a bad situation.

Benefit: While this dare is active, you gain the evasion class feature. If you already have this class feature, while this dare is active you roll twice when making any Reflex saving throw and take the higher result. You regain 1 Resolve Point when you succeed at a Reflex saving throw forced by a significant enemy while using this dare.

Gunslinger Base Class

While it's easy to use the existing alternate class features, archetypes, and feats to create gunslinger-focused characters, a GM may wish to allow a PC to be the ultimate in ranged-weapon warriors—a dedicated gunslinger. This gunslinger base class exists for campaigns where having an operative or soldier with lots of gunslinger abilities doesn't quite scratch the itch to have a player just say "I'm a gunslinger" at 1st level. Creating a class that has access to numerous gunslinger abilities and can serve as a major combatant for a group without overshadowing a solarion of soldier requires some unusual design decisions (gaining a different number of Stamina Points and Hit Points each level, having an odd-numbered value for skill points per level). However, the end result is a ranged-weapon-focused fighter who is slightly more skilled (and slightly less resilient), than other front-line fighter-types, while having many more ranged attack options (and the freedom to remain effective while staying well away from foes and if possible seeking out cover).

Key Ability Score: Your Dexterity increases your ranged weapon accuracy and helps you dodge enemy attacks, so Dexterity is your key ability score. High Constitution helps boost your durability.

Stamina Points: 7 + Constitution Modifier

Hit Points: 6

Class Skills

Skill Ranks per Level: 5 + Intelligence Modifier

Acrobatics (Dex), Athletics (Str), Bluff (Cha), Culture (Int), Engineering (Int), Intimidate (Cha), Perception (Wis), Piloting (Dex), Profession (Cha, Int, or Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

Proficiencies

Armor: Light armor; **Weapons:** Basic melee weapons, grenades, small arms, longarms, sniper weapons.

GUNSLINGER ABILITY (EX) [1ST LEVEL]

The core of the gunslinger class is access to gunslinger abilities, as described beginning on page 4. You gain two gunslinger abilities at 1st level, and additional abilities at 2nd, 3rd (gaining two at this level), 4th, and 6th level, and every two levels thereafter. You are subject to the normal rules for selecting gunslinger abilities (you can only select gunslinger abilities available at a level equal to your gunslinger level of less).

WEAPON SPECIALIZATION (EX) [3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency.

BONUS FEAT (EX) [5TH LEVEL]

At 5th level you gain a bonus feat. This must be a combat feat or dare feat, and you must meet all the feat's prerequisites. You gain an additional bonus feat at 9th level, and every 4 levels thereafter.

TABLE: GUNSLINGER

Level	BAB	Fort	Ref	Will	Class Features
1st	+1	+0	+2	+2	Gunslinger ability x2
2nd	+2	+0	+3	+3	Gunslinger ability
3rd	+3	+1	+3	+3	Gunslinger ability x2, weapon specialization
4th	+4	+1	+4	+4	Gunslinger ability
5th	+5	+1	+4	+4	Bonus feat
6th	+6	+2	+5	+5	Gunslinger ability
7th	+7	+2	+5	+5	Grit +1, guns blazing
8th	+8	+2	+6	+6	Gunslinger ability
9th	+9	+3	+6	+6	Bonus feat
10th	+10	+3	+7	+7	Gunslinger ability
11th	+11	+3	+7	+7	Grit +2
12th	+12	+4	+8	+8	Gunslinger ability
13th	+13	+4	+8	+8	Bonus feat, gunslinger's assault
14th	+14	+4	+9	+9	Gunslinger ability
15th	+15	+5	+9	+9	Grit +2
16th	+16	+5	+10	+10	Gunslinger ability
17th	+17	+5	+10	+10	Bonus feat
18th	+18	+6	+11	+11	Gunslinger ability
19th	+19	+6	+11	+11	Grit +3
20th	+20	+6	+12	+12	Gunslinger ability, true grit

GRIT (EX) [7TH LEVEL]

A gunslinger has a personal reserve of what is sometimes called intestinal fortitude, luck, or panache, but is most often just referred to as grit. Some believe this is the result of the gunslinger being mystically connected to the cold metal and heartless deadliness of the concept of the gun, while others think the path of the gunslinger simply weeds out the weak and unlucky.

At 7th level you gain 1 Grit Point, which is used as a bonus Resolve Point which you can only use to expend for gunslinger abilities or to stay in the fight. Having Grit Points remaining does not qualify as having Resolve Points remaining for purposes of abilities that only function if you have at least 1 Resolve Point remaining.

You do not regain Grit Points through any of the means of regaining Resolve Points. You get all your Grit Points back when you regain your Resolve Points for getting 8 hours of rest. Additionally, the first time each day you score a critical hit against or kill a significant enemy with ranged weapon, you regain one Grit Point, though this cannot take you above your normal maximum number of Grit Points.

Your pool of Grit Points increases to 2 at 11th level, and by 1 more every 4 levels thereafter.

GUNS BLAZING (EX) [7TH LEVEL]

Your mastery of ranged combat allows you to make multiple attacks more accurately. When making a full attack entirely with ranged weapons, you take a –3 penalty to each attack roll instead of the normal –4 penalty.

GUNSLINGER'S ONSLAUGHT (EX) [13TH LEVEL]

When making a full attack, you can make up to three attacks instead of two attacks. You take a –6 penalty to these attacks instead of a –4 penalty. If you have the guns blazing class feature, you instead take a –5 penalty to these attacks as long as they are all melee attacks.

TRUE GRIT (EX) [20TH LEVEL]

At 20th level, you are always considered to have at least 1 Resolve Point remaining when determining the effectiveness of gunslinger abilities. Additional, you may select one gunslinger ability that allows you to expend Resolve Points. You can use that function of that ability without needing to expend Resolve Points to do so.

STARFARER'S COMPANION

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