

# New Ranger Build: The Gunslinger

## V. 0.2

The gunslinger is a ranger build that focuses on sunpowder weapons (either pistol or rifle). Sunpowder is a material created by first distilling sunlight into a volatile liquid and then condensing it into an explosive powder. Sunpowder weapons are a group of exotic ranged weapons that were originally unique to orcs, but have spread. However, sunpowder itself can only be created by members of certain obscure religious orders, so non-orcish gunslingers often have financial and ammunition problems (at least until they attain the ability to create their own sunpowder at 2<sup>nd</sup> level).

Weapon	Prof.	Damage	Range	Price	Weight	Properties
Pistol	+2	1d8	10/20	50 gp	3 lbs.	Load minor, smoke
Rifle	+2	1d10	20/40	100 gp	6 lbs.	Load minor, smoke

**Load Minor:** It takes a minor action to load a sunpowder weapon.

**Smoke:** When a sunpowder weapon fires, one square of its wielder's space is filled with smoke until the start of its next turn. A creature fully within smoke-filled squares gains concealment.

**Sunpowder:** Sunpowder, where available, costs 1 gp per charge. It is likely very difficult to find, however. One charge of sunpowder is sufficient for one shot from a sunpowder weapon. It is expensive to be a gunslinger, especially at low levels.

### ***NOTES ON CRITICAL HITS:***

Gunslingers have many powers that have improved critical range and severity. It is important for the player of a gunslinger to understand the intricacies of the critical hit rules. Most importantly, if a roll would indicate a critical hit but would not actually hit, it is a miss. Moreover, if a given roll would indicate a critical hit but it is exactly the number required to hit, it is instead a normal hit.

**Critical Range:** Under most circumstances, an attack scores a critical hit on a natural 20. If an effect expands the critical range by 1, a critical hit is scored on a 19-20 instead. Likewise, an effect that increases the critical range by 2 scores a critical hit on an 18-20, and so forth.

## **THE GUNSLINGER**

**Martial Striker:** Your training makes you a crack shot with a gun. You need little else.

**Key Abilities:** Dexterity, Wisdom.

### **GUNSLINGER TRAITS**

**Hit Points:** You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

**Bonuses to Defenses:** +1 to Fortitude, +1 to Reflex

**Healing Surges per Day:** 6 + Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged, sunpowder

weapons

**Class Skills:** Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex).

**Trained Skills:** Five from the list of class skill.

**A Note on Gunslinger Powers:** A gunslinger can freely take ranger powers in place of gunslinger powers and can use ranged ranger powers with sunpowder weapons.

## GUNSLINGER HEROIC TIER

Total XP	Level	Feats	Class Features and Powers
0	1	1	At will powers, Grim Gunnery, Gunslinger's Aim, Sunpowder Burst, sunpowder weapon talent
1,000	2	2	Sunpowder creation
2,250	3	2	Encounter powers
3,750	4	3	Ability score increase
5,500	5	3	Daily powers
7,500	6	4	Overwatch
10,000	7	4	Encounter powers
13,000	8	5	Ability score increase
16,500	9	5	Daily powers
20,500	10	6	Utility powers

### Level 1: At Will Powers

You have trained extensively with sunpowder weapons. Choose two of the following at will attack powers.

#### Deadly Shot Gunslinger Attack 1

*You fire a single, deadly shot.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Effect:** This attack scores a critical hit on a 19 or 20.

**Hit:** 1 [W] + Dexterity modifier damage.

*21<sup>st</sup> level:* Increase damage to 2 [W] + Dexterity modifier damage.

#### Mobile Shot Gunslinger Attack 1

*You dart to a better position and fire.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Effect:** Before the attack, you shift 1 square.

**Target:** One creature

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage.

*21<sup>st</sup> level:* Increase damage to 2 [W] + Dexterity modifier damage.

**Precise Shot** **Gunslinger Attack 1**

*You fire at a weak spot in your target's armor.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1 [W] + Dexterity modifier damage.

*21<sup>st</sup> level:* Increase damage to 2 [W] + Dexterity modifier damage.

**Quick-Loading Shot** **Gunslinger Attack 1**

*You fire and reload almost with the same motion.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage.

*21<sup>st</sup> level:* Increase damage to 2 [W] + Dexterity modifier damage.

**Effect:** You reload your sunpowder weapon.

**Rapid Shot** **Gunslinger Attack 1**

*You fire quickly, discharging two pistols at once.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding two pistols, and both must be loaded.

**Targets:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1 [W] damage per attack.

*21<sup>st</sup> level:* Increase damage to 2 [W] per attack.

**Sneaky Shot** **Gunslinger Attack 1**

*You fire and then instantly duck down in the smoke produced by your shot.*

**At Will** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be trained in Stealth and wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1 [W] damage, and you may make a Stealth check to hide in the concealment offered by the smoke discharged by your attack.

*21<sup>st</sup> level:* Increase damage to 2 [W] + Dexterity modifier damage.

### Unhindered Shot      Gunslinger Attack 1

*You fire at a nearby target without dropping your guard.*

**At Will**      **Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Special:** This attack does not provoke an opportunity attack from the target.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1 [W] + Dexterity modifier damage.

*21<sup>st</sup> level:* Increase damage to 2 [W] per attack.

## Level 1: Grim Gunnery

Sometimes it is necessary to load and fire so fast that you burn yourself in the discharge of your powder.

**Benefit:** You gain the *grim gunnery* power.

### Grim Gunnery      Gunslinger Attack 1

*You make the grim choice to fire so fast that you yourself may burn.*

**Daily**      **Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One, two or three creatures

**Attack:** Dexterity vs. AC, three attacks

**Effect:** This attack scores a critical hit on a 19 or 20 and gains +1d4 to critical severity. After each attack, you reload the weapon as a free action.

**Hit:** 1 [W] + Dexterity modifier damage per attack.

**Effect:** You may make one or two additional attacks, but you take 5 points of fire and radiant damage for each.

## Level 1: Gunslinger's Aim

You have trained your aim to almost supernatural levels of accuracy. With but a moment's focus, you can select your target with deadly intent.

**Benefit:** You gain the *gunslinger's aim* power.

### Gunslinger's Aim      Gunslinger Class Feature

*You set your eye on a target, taking deadly aim.*

**At Will**      **Martial**

**Special:** You may use this power only once per round.

**Minor Action**      **Personal**

**Effect:** Choose one enemy that you can see within 10 squares. Until the chosen enemy moves or the start of your next turn, when you attack that creature with a sunpowder weapon, you ignore cover or concealment (but not total cover or concealment), gain a damage bonus equal to your Wisdom bonus and gain a bonus of +1d6 to critical severity.

*11<sup>th</sup> level:* The damage bonus increases to 2 + your Wisdom bonus, and the bonus to critical severity increases to +1d8.

*21<sup>st</sup> level:* The damage bonus increases to 4 + your Wisdom bonus, and the bonus to critical

severity increases to +2d6.

## Level 1: Sunpowder Burst

Sunpowder is unpredictable stuff. Sometimes, what should be a simple hit turns out to be substantially more explosive.

**Benefit:** You gain the *sunpowder burst* power.

### Sunpowder Burst      Gunslinger Feature

*Your shot strikes true- and then explodes.*

**Encounter**      **Fire, Martial, Radiant**

**No Action**      **Personal**

**Trigger:** You hit an enemy with a ranged attack using a sunpowder weapon.

**Target:** The triggering enemy.

**Effect:** The target takes 1d6 fire damage and 1d6 radiant damage.

*11<sup>th</sup> level:* 1d10 fire damage and 1d10 radiant damage.

*21<sup>st</sup> level:* 2d8 fire damage and 2d8 radiant damage.

## Level 1: Sunpowder Weapon Talent

You are specially trained in sunpowder weapons, and are more accurate than those not so trained.

**Benefit:** You gain a +1 bonus to attack rolls with sunpowder weapons.

## Level 2: Sunpowder Creation

You have discovered secret ways of crafting your own sunpowder.

**Benefit:** Once per day, you can spend an hour to perform a ritual that creates crude sunpowder. For every 1 gp in religion components you expend, you create one charge of crude sunpowder. About half of this crude sunpowder becomes inert after one day.

## Level 3: Encounter Powers

Your skills continue to grow, allowing you to perform more intricate, quicker and more dangerous shots with your sunpowder weapons. Choose one of the following encounter powers.

### Blazing Bullet      Gunslinger Attack 3

*Some bullets are hot enough to ignite what they hit.*

**Encounter**      **Fire, Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage, plus ongoing 5 fire damage (save ends).

### Exploding Shot      Gunslinger Attack 3

*Your shot strikes true- and then explodes.*

**Encounter**      **Fire, Martial, Radiant, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier fire and radiant damage, and each creature adjacent to the target takes fire damage equal to your Wisdom modifier.

### **Guns Are Scary**

### **Gunslinger Attack 3**

*Most creatures are unfamiliar with guns, and it's easy to scare those that aren't.*

**Encounter** **Fear, Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. Will.

**Hit:** 2 [W] + Dexterity modifier damage, and you push the target 2 squares.

### **Running Shot**

### **Gunslinger Attack 3**

*You rush to a better position, then fire.*

**Encounter** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Effect:** Before the attack, you move your speed.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage.

### **Shoot for the Heart**

### **Gunslinger Attack 3**

*You take careful aim at your target, firing at a vital organ.*

**Encounter** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Special:** This attack scores a critical hit on a natural roll of 17-20 and gains a bonus of +1d4 to critical severity.

**Hit:** 1 [W] + Dexterity modifier damage.

**Special:** If you hit but do not score a critical hit, this power is not expended.

### **Smoky Shot**

### **Gunslinger Attack 3**

*Sometimes, especially with homemade powder, a shot is especially smoky.*

**Encounter** **Martial, Weapon, Zone**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage.

**Effect:** The attack creates a zone of smoke that lasts until the end of your next turn in a close burst 1 centered on you. Creatures within the zone gain concealment.

## Level 4: Ability Score Increase

Your constant training hones your body and mind.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 5: Daily Powers

Your growing tactical acumen and martial skill serve you well. You gain one of the following daily attack powers.

### Gut Shot Gunslinger Attack 5

*You fire a bullet into your enemy's midsection, leaving it bleeding.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 2 [W] + Dexterity modifier damage, plus ongoing damage equal to 2 + your Wisdom modifier (save ends).

**Miss:** Half damage.

### Powder Flash Gunslinger Attack 5

*Instead of firing a bullet accurately, your powder burns with a sudden bright flash.*

**Daily** **Martial, Radiant, Weapon**

**Standard Action** **Close** burst 2

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** Each creature in burst.

**Attack:** Dexterity vs. Reflex

**Hit:** 2d8 + Dexterity modifier radiant damage, and the target is blinded (save ends).

**Miss:** Half damage.

### Swift Shot Gunslinger Attack 5

*You load and snap off a shot with incredible speed.*

**Daily** **Martial, Reliable, Weapon**

**Minor Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Effect:** Before the attack, you may load your weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 1 [W] + Dexterity modifier damage.

**Miss:** This power is not expended.

### Thick Smoke Shot Gunslinger Attack 5

*Instead of firing a bullet accurately, your powder burns with a sudden bright flash.*

**Daily** **Martial, Weapon, Zone**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 2 [W] + Dexterity modifier damage.

**Effect:** The attack creates a zone of smoke that lasts until the end of your next turn in a close burst 1 centered on you. Creatures within the zone gain concealment. While you are in the zone, you gain combat advantage against enemies and score a critical hit on a 19-20 with sunpowder weapons.

**Sustain Minor:** You expend one charge of sunpowder, and the zone persists.

## Level 6: Overwatch

You have learned the art of setting an ambush and know how to get the edge from a prepared position.

**Benefit:** When you are wielding a loaded rifle and you have cover, you may ready a ranged basic attack even when you are not on initiative. You can keep such a shot readied for a number of minutes equal to your Constitution score or until you move.

## Level 7: Encounter Powers

As your proficiency with sunpowder weapons continues to increase, so does your repertoire of trick shots and clever maneuvers. You gain one of the following powers.

### Brilliant Shot Gunslinger Attack 7

*Your bullet explodes with radiance as it hits, unleashing the power of the radiance of the Sun.*

**Encounter Martial, Radiant, Weapon**

**Standard Action Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier radiant damage.

**Effect:** After the attack, you may reload your sunpowder weapon.

### Bullet to the Center Gunslinger Attack 7

*Foregoing trick shots, you put one in your foe's central body, attempting to do maximum damage.*

**Encounter Martial, Weapon**

**Standard Action Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 3 [W] + Dexterity modifier damage.

### Deceptive Wound Gunslinger Attack 7

*You inflict a wound that looks far worse than it really is.*

**Encounter Fear, Martial, Weapon**

**Standard Action Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage, and the target and each enemy within 2 squares of it that can see it is dazed until the end of your next turn.



### **Shot to the Leg** **Gunslinger Attack 7**

*You fire a bullet into your enemy's leg to slow it down.*

**Encounter** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage, and the target is slowed (save ends).

### **Stop Them Cold** **Gunslinger Attack 7**

*As an enemy tries to move, you stop it in the way you know best- with a bullet.*

**Encounter** **Martial, Weapon**

**Immediate Interrupt** **Ranged 10**

**Trigger:** An enemy within range leaves a square that you can see.

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** The triggering creature.

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage, and the target is immobilized until the start of its next turn.

## **Level 8: Ability Score Increase**

Constant exertion continues to improve your body and mind.

**Benefit:** You increase two ability scores of your choice by 1.

## **Level 9: Daily Powers**

Your skills with sunpowder weapons have increased even further, and your deadliness continues to increase. Choose one of the following daily powers.

### **Covering Fire** **Gunslinger Attack 9**

*When your ally makes its move, you fire at an enemy before it can take advantage of the opportunity.*

**Daily** **Martial, Weapon**

**Immediate Interrupt** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Trigger:** An ally provokes an opportunity attack from an enemy in range.

**Target:** The triggering enemy.

**Attack:** Dexterity vs. AC

**Hit:** 2 [W] + Dexterity modifier damage, and the target cannot use opportunity actions until the start of its next turn.

**Miss:** Half damage, and the target takes a -4 penalty on the triggering opportunity attack.

### **Disarming Shot** **Gunslinger Attack 9**

*Taking careful aim, you shoot a weapon or other object free from your target's hand.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 2 [W] + Dexterity modifier damage, and the target drops one item of your choice that it is holding. You then push that item 3 squares.

**Miss:** Half damage.

#### **Killer's Stance** **Gunslinger Attack 9**

*You take grim satisfaction in every fallen foe.*

**Daily** **Healing, Martial, Stance**

**Minor Action** **Personal**

**Effect:** You enter the killer's stance. While the stance lasts, when you drop an enemy with a sunpowder weapon, you regain hit points equal to your 2 + Wisdom bonus.

#### **Ricochet Bullet** **Gunslinger Attack 9**

*You shoot, not at your enemy, but at a nearby wall, surface or object, letting the ricochet do the work for you.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC. This attack ignores cover and improved cover.

**Hit:** 3 [W] + Dexterity modifier damage.

**Miss:** Half damage.

#### **Too Much Lead!** **Gunslinger Attack 9**

*You fire a series of bullets at your target, throwing off its riposte.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 1 [W] + Dexterity modifier damage per attack, and if you hit the target at least once, it takes a -2 penalty on attacks that include you as a target until the end of your next turn.

**Miss:** Half damage, and the target takes a -2 penalty on its next attack roll against you before the end of your next turn.

## **Level 10: Utility Powers**

Your ability to use your weapon is not your only skill. Indeed, your growing mastery of sunpowder has given you a few unexpected tricks.

**Benefit:** Choose one of the utility powers below, or a ranger, skill or racial utility power of your level or lower.

#### **Deep Breath** **Gunslinger Utility 10**

*You pause a moment to restore your flagging strength.*

**Daily** **Healing, Martial**

**Minor Action** **Personal**

**Effect:** You spend a healing surge and make a saving throw.

### Find the Bullseye Gunslinger Utility 10

*With focus, you become even deadlier.*

**Daily**

**Martial**

**Minor Action**

**Personal**

**Effect:** Until the end of your next turn, any attack you make with a sunpowder weapon has its critical range expanded by one (for example, if an attack scores a critical hit on a 19-20, it instead scores a critical hit on an 18-20), and you gain a bonus of +1d6 to critical severity with sunpowder weapons.

**Sustain Minor:** The effect persists. You cannot sustain this power if you have scored a critical hit with it in effect.

### Sunpowder Torch Gunslinger Utility 10

*A little sunpowder rubbed onto a hard surface can create a long-burning light.*

**At Will**

**Martial**

**Minor Action**

**Melee touch**

**Effect:** You expend one or more chargea of sunpowder, grinding into the surface of a nonflammable surface or object within reach. That object or surface radiates bright light in a close burst 10 and sheds dim light within 3 squares of the bright light. The light remains for 10 minutes per charge of sunpowder that you expend.

### Vanish in the Smoke Gunslinger Utility 10

*You duck into the smoke produced by your gun, seeming to vanish.*

**Encounter**

**Martial**

**Move Action**

**Personal**

**Requirement:** Your space must be obscured by smoke, fog or something similar.

**Effect:** You make a Stealth check to hide with a +5 bonus. If you succeed, you are hidden until the end of your turn as long as you remain obscured by smoke. In addition, you may shift your speed, and if you end this shift with total cover or concealment, you remain hidden.

## GUNSLINGER PARAGON TIER

Total XP	Level	Feats	Class Features and Powers
26,000	11	7	Ability score increase, paragon path encounter power, paragon path features
32,000	12	8	Paragon path utility power
39,000	13	8	Replace an encounter power
47,000	14	9	Ability score increase
57,000	15	9	Replace a daily powers
69,000	16	10	Paragon path feature, utility powers
83,000	17	10	Replace an encounter power
99,000	18	11	Ability score increase
119,000	19	11	Replace a daily powers
143,000	20	12	Paragon path daily power

### Level 11: Ability Score Increase

With experience, your body grows ever mightier and your mind grows ever sharper.

**Benefit:** Each of your ability scores increases by 1.

## Level 11: Paragon Path Encounter Power

Your skills as a gunslinger have led you to a specialized path, and you begin to learn the secrets of that path.

**Benefit:** You gain an encounter attack power associated with your paragon path.

## Level 11: Paragon Path Features

Your chosen paragon path has given you more than additional attacks. It also teaches you new techniques and talents.

**Benefit:** You gain one or more features associated with your paragon path.

## Level 12: Paragon Path Utility Power

Your continued specialization grants you more tricks to use.

**Benefit:** You gain a utility power associated with your paragon path.

## Level 13: Replace an Encounter Power

You have not been idle as a gunslinger while studying your new paragon path abilities.

**Benefit:** You may choose one of your gunslinger encounter attacks to replace with one of the options below.

### **Explosive Bullet** **Gunslinger Attack 13**

*If you pack the powder in a bullet just right, you can produce dramatic results over a surprising area.*

**Encounter** **Fire, Martial, Radiant, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Primary Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage, and make the following secondary attack.

**Close burst** 1 centered on the primary target

**Secondary Target:** Each creature in burst.

**Secondary Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier fire and radiant damage.

### **Fan the Hammer** **Gunslinger Attack 13**

*You fire as fast as you can.*

**Encounter** **Fire, Martial, Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One, two or three creatures.

**Attack:** Dexterity vs. AC, three attacks.

**Hit:** 1 [W] + Dexterity modifier damage per attack.

### **Flaming Bullet** **Gunslinger Attack 13**

*Sometimes your bullets make your foes catch fire.*

**Encounter** **Fire, Martial, Weapon**  
**Standard Action** **Ranged weapon**  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC.  
**Hit:** 2 [W] + Dexterity modifier damage, plus ongoing 10 fire damage (save ends).

**In the Eye** **Gunslinger Attack 13**

*You fire at the target's face, momentarily blinding it.*

**Encounter** **Martial, Weapon**  
**Standard Action** **Ranged weapon**  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC.  
**Hit:** 1 [W] + Dexterity modifier damage, and the target is blinded (save ends).  
**Special:** If you score a critical hit with this attack, you shoot out one of the target's eyes.

**Kneecap Shot** **Gunslinger Attack 13**

*A bullet to the knee prevents even the toughest enemy from moving quickly.*

**Encounter** **Martial, Weapon**  
**Standard Action** **Ranged weapon**  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC.  
**Hit:** 1 [W] + Dexterity modifier damage, and the target is slowed until the end of the encounter.  
**Special:** If you score a critical hit with this attack, you get a bonus of +2d4 to severity, but the critical hit must be to the leg (or similar appendage).

## Level 14: Ability Score Increase

Each new challenge that you overcome makes you mightier.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 15: Replace a Daily Power

New, deadlier foes demand that you develop new, deadlier attack forms of your own.

**Benefit:** You may choose one of your gunslinger daily attacks to replace with one of the options below.

**Bullets Mean Bleed** **Gunslinger Attack 15**

*Your shot leaves blood pumping from your foe.*

**Daily** **Martial, Weapon**  
**Standard Action** **Ranged weapon**  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC  
**Hit:** 3 [W] + Dexterity modifier damage, plus ongoing 10 damage (save ends).  
**Aftereffect:** Ongoing 5 damage (save ends).

**Miss:** Half damage, plus ongoing 5 damage (save ends).

### **Frantic Firefight** **Gunslinger Attack 15**

*Sometimes, you have to fire fast, accept the burn and forgo anything too fancy.*

**Daily** **Martial, Stance**

**Minor Action** **Personal**

**Effect:** You enter the stance of the frantic firefight. Until the stance ends, you can reload one sunpowder weapon as a free action each time you make an attack with a sunpowder weapon, and you can use any of your gunslinger at will attacks as a minor action, but each time you do so, you take 5 points of fire and radiant damage.

### **Perfect Shot** **Gunslinger Attack 15**

*You fire a perfect shot, destined to hit no matter what.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Effect:** The target takes 3 [W] damage, and you reload your sunpowder weapon.

### **Takedown Shot** **Gunslinger Attack 15**

*You fire your gun and knock your enemy back and down.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 3 [W] + Dexterity modifier damage, you push the target 2 squares and the target falls prone.

**Miss:** Half damage.

## **Level 16: Utility Powers**

You have learned yet another trick, further demonstrating your savvy.

**Benefit:** Choose one of the utility powers below, or a ranger, skill or racial utility power of your level or lower.

### **Clinging Smoke** **Gunslinger Utility 16**

*The smoke from your gun clings to you.*

**Daily** **Martial**

**Free Action** **Personal**

**Trigger:** You make an attack with a sunpowder weapon.

**Effect:** The smoke produced by the attack moves with you until the end of your next turn, granting you concealment.

**Sustain Move:** You shift 1 square, the smoke moves with you, and both the effect and the smoke persist until the end of your next turn.

### **Crouch** **Gunslinger Utility 16**

*You don't need cover to take cover, at least until your enemies adjust.*

**Encounter**                      **Martial**  
**Move Action**                **Personal**

**Effect:** Until the end of your next turn, you gain the benefits of cover.

**Gunslinger's Eye**                      **Gunslinger Utility 16**

*You have trained your senses to be especially acute.*

**Encounter**                      **Martial**  
**No Action**                      **Personal**

**Trigger:** You roll a Perception check and dislike the result.

**Effect:** Reroll the triggering check with a +2 bonus. You may take the higher result.

**Instincts of the Gun**                      **Gunslinger Utility 16**

*You can sense trouble, even when you shouldn't be able to.*

**Encounter**                      **Martial**  
**Minor Action**                **Personal**

**Effect:** Until the end of your next turn, you are unaffected by invisibility and automatically detect hidden creatures within 2 squares of you.

**Sustain Minor:** The effect persists until the end of your next turn..

## Level 17: Replace an Encounter Power

Each foe that you defeat is replaced by another, mightier enemy. Thus, you continue to teach yourself new, mightier attacks.

**Benefit:** You may choose one of your gunslinger encounter attacks to replace with one of the options below.

**Aim for the Heart**                      **Gunslinger Attack 17**

*If you keep shooting for the vitals, you are bound to hit something important eventually.*

**Encounter**                      **Fire, Martial, Weapon**  
**Standard Action**                **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Special:** This attack scores a critical hit on a natural roll of 17-20 and gains a bonus of +2d4 to critical severity.

**Hit:** 2 [W] + Dexterity modifier damage.

**Special:** If you hit but do not score a critical hit, this power is not expended.

**Powder Bomb**                      **Gunslinger Attack 17**

*Clever use of powder can leave a dangerous surprise waiting for your enemies.*

**Encounter**                      **Fire, Martial, Radiant**  
**Standard Action**                **Melee touch**

**Effect:** You expend 3 charges of sunpowder and lay a bomb in one square within reach. The bomb detonates at the end of your next turn, when a creature enters its square or when its square is subject to fire damage. When you lay the bomb, you may expend additional charges of powder in order to delay its detonation by up to two rounds per additional charge, but you must determine when it will detonate when you lay it. When the bomb detonates, make the following attack, using the bomb's square as the

center of the burst.

**Free Action**

**Close burst 1**

**Target:** Each creature in burst.

**Attack:** Dexterity + 4 vs. Reflex.

**Hit:** 3d6 fire and radiant damage, and the target falls prone.

### **Protective Enfilade**

### **Gunslinger Attack 17**

*You are ready to protect your ally's move.*

**Daily**

**Martial, Weapon**

**Immediate Interrupt**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Trigger:** An ally provokes an opportunity attack

**Effect:** Until the end of the triggering ally's turn, each time an enemy in range makes an opportunity attack against the triggering ally, make the following attack.

**Target:** The triggering enemy.

**Attack:** Dexterity vs. AC

**Hit:** 2 [W] + Dexterity modifier damage, and the target cannot use opportunity actions until the start of its next turn.

**Effect:** You reload your sunpowder weapon.

### **Shoot from the Smoke**

### **Gunslinger Attack 17**

*You use the smoke from your shots to get an advantage.*

**Encounter**

**Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 3 [W] + Dexterity modifier damage.

**Effect:** The smoke produced by this attack lasts until the end of your next turn. As long as you remain in the smoke, you gain concealment and combat advantage.

**Sustain Standard:** Make a ranged basic attack with your sunpowder weapon. The smoke produced by this attack lasts until the end of your next turn, and the effect persists.

## **Level 18: Ability Score Increase**

The challenges you face are too dangerous for anyone of lesser might. Your physical and mental puissance continues to grow to match them.

**Benefit:** You increase two ability scores of your choice by 1.

## **Level 19: Replace a Daily Power**

New, deadlier foes demand that you develop new, deadlier attack forms of your own.

**Benefit:** You may choose one of your gunslinger daily attacks to replace with one of the options below.

### **Deadly Enfilade**

### **Gunslinger Attack 19**

*You stitch a long line of bullets across the battlefield.*

**Daily**

**Martial, Weapon**



**Standard Action**                      **Area** wall 6 within 10  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** Each creature in wall.  
**Attack:** Dexterity vs. AC  
**Hit:** 2 [W] + Dexterity modifier damage.  
**Miss:** Half damage.  
**Effect:** After each attack, you reload your sunpowder weapon.

**Exacting Shot**                      **Gunslinger Attack 19**

*Sometimes it's simply about maximizing your damage, even at the expense of accuracy.*

**Daily**                                      **Martial, Weapon**  
**Standard Action**                      **Ranged** weapon  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity - 2 vs. AC  
**Hit:** 6 [W] + Dexterity modifier damage.  
**Miss:** On your next turn, you may repeat the attack as a standard action, but with a further -2 penalty. If this second attack misses, the power is expended.

**Gunfire**                                  **Gunslinger Attack 19**

*When you need to, you are quite capable of putting the "fire" in gunfire.*

**Daily**                                      **Fire, Martial, Weapon**  
**Standard Action**                      **Ranged** weapon  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC  
**Hit:** 3 [W] + Dexterity modifier damage, plus ongoing 10 fire damage (save ends).  
**Miss:** Half damage, plus ongoing 5 fire damage (save ends).  
**Effect:** Each creature adjacent to the target takes 10 fire damage and ongoing 5 fire damage (save ends).

**Opportunistic Shot**                      **Gunslinger Attack 19**

*When an ally strikes, you follow up.*

**Daily**                                      **Martial, Weapon**  
**Opportunity Action**                      **Ranged** weapon  
**Trigger:** An enemy in range triggers an opportunity attack from an ally.  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** The triggering enemy.  
**Attack:** Dexterity vs. AC  
**Hit:** 3 [W] + Dexterity modifier damage, and the target is immobilized until the end of its turn.  
**Miss:** Half damage, and the target is slowed until the end of its turn.

## Level 20: Paragon Path Daily Attack Power

You have learned another attack from your more specialized interests.

**Benefit:** You gain a daily attack power associated with your paragon path.

# GUNSLINGER EPIC TIER

Total XP	Level	Feats	Class Features and Powers
175,000	21	13	Ability score increase, epic destiny features
210,000	22	14	Utility powers
255,000	23	14	Replace an encounter power
310,000	24	15	Ability score increase, epic destiny feature
375,000	25	15	Replace a daily power
450,000	26	16	Epic destiny power
550,000	27	16	Replace an encounter power
675,000	28	17	Ability score increase
825,000	29	17	Replace a daily power
1,000,000	30	18	Epic destiny power

## Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

**Benefit:** Each of your ability scores increases by 1.

## Level 21: Epic Destiny Features

As you enter the epic tier, your final destiny comes into focus. This destiny plays out as you continue to advance toward your final state, changing you even as you change the world around you.

**Benefit:** You gain one or more features associated with your epic destiny.

## Level 22: Utility Powers

You have mastered sunpowder's more obscure uses and have developed abilities beyond the ken of most mortals.

**Benefit:** Choose one of the utility powers below, or a ranger, skill or racial utility power of your level or lower.

### Cauterize Wound Gunslinger Utility 22

*Applied properly, sunpowder can cauterize wounds and help bring a companion out of a state of shock.*

**Encounter** **Healing, Martial**

**Minor Action** **Melee touch**

**Target:** One creature.

**Effect:** You expend one charge of powder. The target can spend a healing surge, and each of the following conditions on the target ends: ongoing acid, fire or untyped damage, dazed or marked.

### Gritty Determination Gunslinger Utility 22

*You grit your teeth and throw it off.*

**Encounter** **Martial**

**Minor Action** **Personal**

**Effect:** Make a saving throw with a +5 bonus. If you fail, you get a +5 bonus to saves to end the condition you saved against until the start of your next turn.

### Ground Bomb Gunslinger Utility 22

*Using powder, you create an area of broken ground.*

**Encounter** **Martial, Zone**

**Move Action** **Personal**

**Effect:** Choose up to three unoccupied squares within your melee touch range. You expend 3 charges of sunpowder per square, and each chosen square becomes difficult terrain.

#### **Gunslinger's Luck** **Gunslinger Utility 22**

*Once in a while, you get lucky.*

**Encounter** **Martial**

**No Action** **Personal**

**Trigger:** You roll a d20 and dislike the results after learning them.

**Effect:** You reroll the triggering roll. You must keep the second roll.

#### **Preternatural Awareness** **Gunslinger Utility 22**

*You react with inhuman speed.*

**Daily** **Martial**

**No Action** **Personal**

**Trigger:** You are surprised.

**Effect:** You are not surprised, and gain a +10 bonus to initiative. If your initiative is 20 higher than the next highest initiative, you gain an extra standard action on your first turn.

## **Level 23: Replace an Encounter Power**

You continue to learn ever-better ways to attack with your guns.

**Benefit:** You may choose one of your gunslinger encounter attacks to replace with one of the options below.

#### **Double Pump** **Gunslinger Attack 23**

*You fire twice in rapid succession at the same target.*

**Encounter** **Fire, Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 2 [W] + Dexterity modifier damage per attack. If both attacks hit, the target falls prone.

#### **Horrific Wound** **Gunslinger Attack 23**

*You leave a gaping, horrifying wound in your target.*

**Encounter** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. Fortitude.

**Hit:** 3 [W] + Dexterity modifier damage, and the target is weakened (save ends).

#### **Precision Enfilade** **Gunslinger Attack 23**

*You fire with uncanny speed and precision, sewing a row of bullets.*

**Encounter** **Martial, Weapon**  
**Standard Action** **Area** wall 10 within 20  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** Each enemy in wall.  
**Attack:** Dexterity vs. AC.  
**Hit:** 1 [W] + Dexterity modifier damage per attack.  
**Effect:** You reload your sunpowder weapon after each attack.

**Take the Shot** **Gunslinger Attack 23**

*Your enemy drops his guard for an instant, and you are ready.*

**Encounter** **Martial, Weapon**  
**Standard Action** **Ranged** weapon  
**Requirement:** You must be wielding a sunpowder weapon, and you must have combat advantage against the target..  
**Target:** One creature.  
**Attack:** Dexterity vs. AC.  
**Hit:** 5 [W] + Dexterity modifier damage.

## Level 24: Ability Score Increase

No matter how dangerous the situation you encounter, you have honed your mind and body to overcome it.

**Benefit:** Increase two ability scores of your choice by 1.

## Level 24: Epic Destiny Feature

Your final fate looms ahead, and ever more power leads you toward it.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Replace a Daily Power

Your repertoire of attacks grows ever deadlier.

**Benefit:** You may choose one of your gunslinger daily attacks to replace with one of the options below.

**Head Shot** **Gunslinger Attack 25**

*Even the toughest foe slows down when subjected to a head shot.*

**Daily** **Martial, Weapon**  
**Standard Action** **Ranged** weapon  
**Requirement:** You must be wielding a sunpowder weapon.  
**Target:** One creature.  
**Attack:** Dexterity vs. AC  
**Hit:** 2 [W] + Dexterity modifier damage, and the target is stunned (save ends).  
**Aftereffect:** The target is dazed (save ends).  
**Miss:** Half damage, and the target is dazed (save ends).

**Herding Fire** **Gunslinger Attack 25**

*Your bullets force your enemies to flee- right where you want them.*

**Daily** **Fear, Martial, Weapon**  
**Standard Action** **Ranged weapon**  
**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Effect:** You expend six charges of sunpowder and fire six bullets, reloading after each one, then slide the target and each creature adjacent to it 3 squares.

**Attack:** Dexterity vs. AC

**Hit:** 3 [W] + Dexterity modifier damage.

**Miss:** Half damage.

### **Killing Shot** **Gunslinger Attack 25**

*Every creature has vital organs. You take careful aim with utterly no mercy, ignoring threats around you.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Effect:** You grant combat advantage until the start of your next turn.

**Attack:** Dexterity vs. AC

**Hit:** 4 [W] + Dexterity modifier damage. If this reduces the target to 15 hit points or less, it dies.

**Miss:** Half damage, and the target is dazed (save ends).

### **Spray of Bullets** **Gunslinger Attack 25**

*You stitch a long line of bullets across the battlefield.*

**Daily** **Martial, Weapon**

**Standard Action** **Close blast 5**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** Each creature in blast.

**Attack:** Dexterity vs. AC

**Hit:** 3 [W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** After each attack, you reload your sunpowder weapon.

## **Level 26: Epic Destiny Power**

As you draw near to your final fate, deadly enemies assail you. They cannot stop you. Nothing can stop you.

**Benefit:** You gain a power associated with your epic destiny.

## **Level 27: Replace an Encounter Power**

You are near the zenith of your abilities.

**Benefit:** You may choose one of your gunslinger encounter attacks to replace with one of the options below.

### **Aim for the Vitals** **Gunslinger Attack 27**

*You aim for the target's most vulnerable organs, hoping to land an especially deadly hit.*

**Encounter** **Fire, Martial, Weapon**

**Standard Action****Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Special:** This attack scores a critical hit on a natural roll of 17-20 and gains a bonus of +2d6 to critical severity.

**Hit:** 2 [W] + Dexterity modifier + Wisdom modifier damage.

**Special:** If you hit but do not score a critical hit, this power is not expended.

**Gun on the Run****Gunslinger Attack 27**

*You move and shoot simultaneously.*

**Encounter****Martial, Weapon****Standard Action****Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Effect:** You shift your speed. At any point before, during or after this movement, make the following attack.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 3 [W] + Dexterity modifier damage.

**Sucking Chest Wound****Gunslinger Attack 27**

*You fire directly into the target's chest.*

**Encounter****Martial, Weapon****Standard Action****Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage, plus ongoing 15 damage (save ends).

**First Failed Save:** Ongoing 20 damage (save ends).

**Terrifying Display****Gunslinger Attack 27**

*You give out a terrifying roar as you fire, then brandish your weapon menacingly.*

**Encounter****Fear, Martial, Weapon****Standard Action****Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 3 [W] + Dexterity modifier damage and make a secondary attack.

**Area burst 2** centered on the primary target

**Secondary Targets:** Each enemy in burst other than the primary target

**Secondary Attack:** Dexterity vs. Will

**Hit:** You push the target 2 squares.

## Level 28: Ability Score Increase

As you near the pinnacle of your achievements, you continue to hone yourself in body and mind.

**Benefit:** Increase two ability scores of your choice by 1.

## Level 29: Replace a Daily Power

You are so deadly with a gun that even the gods fear you.

**Benefit:** You may choose one of your gunslinger daily attacks to replace with one of the options below.

### **Blessings of the Gun**      **Gunslinger Attack 29**

*You enter an almost meditative stance, aiming and firing faster than you can think.*

**Daily**      **Martial, Stance**

**Minor Action**      **Personal**

**Effect:** Whenever you make a ranged attack with a sunpowder weapon, you may target one extra creature, reloading before you do.

### **Duck and Fire**      **Gunslinger Attack 29**

*Even as you dive for cover, you squeeze off several shots.*

**Daily**      **Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Effect:** You shift your speed to a space in which you have cover, improved cover or total cover from at least one enemy. At any point along the way, make the following attack three times.

**Target:** One creature.

**Attack:** Dexterity vs. AC, three attacks

**Hit:** 2 [W] + Dexterity modifier damage per attack.

**Miss:** Half damage.

### **Inescapable Gunnery**      **Gunslinger Attack 29**

*Your target cannot escape.*

**Daily**      **Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 4 [W] + Dexterity modifier damage, and until the end of the encounter, each time the target moves or shifts, you may load your sunpowder weapon and make a ranged basic attack at it.

**Miss:** Half damage, and until the end of the encounter, each time the target moves or shifts, you may load your sunpowder weapon and make a ranged basic attack at it.

### **Invigorating Shot**      **Gunslinger Attack 29**

*When your shot strikes home, it reinvigorates you, helping you improve your aim.*

**Daily**      **Martial, Weapon**

**Standard Action**      **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 5 [W] + Dexterity modifier damage, and until the end of the encounter, you gain a +2 bonus to attack and damage rolls against the target.

**Miss:** Half damage.

## **Level 30: Epic Destiny Power**

At last you have achieved your ultimate power. Now your fate surely looms. One last power may make the difference between eternal success and everlasting doom.

**Benefit:** You gain a power associated with your epic destiny.



# GUNSLINGER PARAGON PATHS

Gunslingers, as rangers, are eligible for those ranger paragon paths that don't require class features that the gunslinger lacks (see, especially, the pistoleer paragon path in the *Player's Guide to Cydra*). In addition, there are a number of specialized paragon paths for gunslingers.

## Fire Gunner

*"It's all in how you pack the powder."*

**Prerequisites:** Gunslinger, *sunpowder burst* class feature

You love fire. Sunpowder is a wonderful way to create fire- and you know how to pack it to best effect.

### Fire Gunner Path Features

**Fiery Action (11<sup>th</sup> level):** When you spend an action point to make an attack, the attack deals an extra 1d10 fire damage on a hit.

**Pyromaniac's Joy (11<sup>th</sup> level):** Whenever you deal fire damage to a creature, you gain temporary hit points equal to your Wisdom bonus.

**Burning Powder (16<sup>th</sup> level):** Whenever you hit with a weapon attack using a sunpowder weapon, you may choose to deal fire damage instead of all other types of damage normally dealt.

#### Improved Sunpowder Burst Fire Gunner Attack 11

*When your sunpowder burst explodes, it is somewhat more incendiary than a typical gunslinger's.*

**Encounter** **Fire, Martial**

**No Action** **Personal**

**Trigger:** You use *sunpowder burst*.

**Effect:** The target also takes ongoing 10 fire damage (save ends), and each creature adjacent to the target takes ongoing 5 fire damage (save ends).

#### Pyromaniac's Ecstasy Fire Gunner Utility 12

*Even though the flames burn you, you are filled with ecstasy and renewed power.*

**Encounter** **Martial**

**Immediate Reaction** **Personal**

**Trigger:** You take fire damage.

**Effect:** You gain temporary hit points equal to the fire damage you took.

#### Greater Sunpowder Burst Fire Gunner Attack 20

*Your sunpowder burst triggers a secondary, far more dramatic, explosion.*

**Encounter** **Fire, Martial**

**Trigger:** You use *sunpowder burst*.

**No Action** **Close burst 2 centered on the target of your sunpowder burst**

**Target:** Each creature in burst

**Attack:** Dexterity vs. Reflex.

**Hit:** 4d8 fire damage.

**Miss:** Half damage.

# Gun Hunter

*“Look at her. She's a beauty.”*

**Prerequisites:** Gunslinger

Not all gunslingers want to be warriors. Some prefer to focus on the hunt, whether seeking to feed their community or trying to take trophies from exotic beasts. You are one of these gun hunters, able to defend yourself and willing to fight enemies when they come to you, but preferring to use your talents against less intelligent foes when you have the choice.

## Gun Hunter Path Features

**Hunter's Action (11<sup>th</sup> level):** When you spend an action point to take an extra action, you can also shift a number of squares equal to your Wisdom bonus before or after the extra action, and if you end this shift in total cover or total concealment, you can make a Stealth check to hide.

**Hunter's Training (11<sup>th</sup> level):** You gain training in one of the following skills: Endurance, Nature, Perception or Stealth.

**Seek the Glorious Trophy (16<sup>th</sup> level):** You gain a +1 bonus to attack rolls against Large or bigger creatures.

## Gun Hunter Path Exploits

### Hunter's Shot Gun Hunter Attack 11

*The bigger the target, the better.*

**Encounter** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage. If the target is Large or Huge, deal 1 [W] extra damage; if the target is Gargantuan, instead deal 2 [W] extra damage.

### Hunter's Mark Gun Hunter Utility 12

*You catch your opponent's notice, silently informing it that it has caught yours.*

**At Will** **Martial**

**Minor Action** **Close burst 20**

**Effect:** You mark one creature in the burst that can see you until the end of your next turn.

### Take the Trophy Gun Hunter Attack 20

*When your foe starts to slow from its wounds, it is time to finish it.*

**Daily** **Martial, Weapon**

**Standard Action** **Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One bloodied creature.

**Attack:** Dexterity vs. Fortitude.

**Hit:** 5 [W] + Dexterity modifier damage.

# High Noon Duelist

*"It's time. Only one of us is going to walk away."*

**Prerequisites:** Gunslinger

You've always fancied the image of the duelist, and gunslinging orcs have had pistol duels for centuries. Why can't you? Indeed, although sometimes calling what you do in battle a "duel" is nothing more than an affectation, you can think of it no other way.

## High Noon Duelist Path Features

**Duel (11<sup>th</sup> level):** You gain the *duel* feature.

### Duel High Noon Duelist Feature

*You and one chosen enemy- that's all that exists.*

**At Will**

**Martial**

**Minor Action**

**Close burst 20**

**Effect:** You choose one enemy as your enemy in a duel. As long as you are conscious and visible, you do not use this power on another creature and none of your allies attack the target, it is marked by you. If any of the target's allies attack you, you gain a +2 bonus to your next attack roll against the target before the end of your next turn.

**High Noon Duel (11<sup>th</sup> level):** If you spend your action point to make a gunslinger or high noon duelist attack against the target of your *duel*, after your extra action, you may choose to allow the target to make a ranged basic attack against you. If it does, you may make a ranged basic attack against it. This sequence continues until one or the other of you declines to make a ranged attack.

**Duelist's Deadliness (16<sup>th</sup> level):** When you make a ranged weapon attack with a sunpowder weapon against the target of your duel, your critical range expands by 1.

## High Noon Duelist Path Exploits

### Seek the Weakness High Noon Duelist Attack 11

*You try to anticipate the target's defenses, shooting to exploit any weakness you see.*

**Encounter**

**Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC, Fortitude and Reflex, one attack.

**Hit:** 2 [W] + Dexterity modifier damage. The attack hits if it hits any of the targeted defenses.

### Standoff High Noon Duelist Utility 12

*When an enemy is about to attack, you threaten simultaneous retaliation.*

**Daily**

**Martial**

**Free Action - Interrupt**

**Personal**

**Requirement:** You must be wielding a sunpowder weapon.

**Trigger:** An enemy within 5 squares makes a ranged attack.

**Effect:** The triggering enemy does not make its attack and loses the triggering action (but not the triggering attack).

## High Noon High Noon Duelist Attack 20

*It is time to end your duel.*

**Daily**

**Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** The target of your *duel*

**Attack:** Dexterity vs. AC

**Hit:** 4 [W] + Dexterity modifier damage, and until it is no longer the target of your *duel*, whenever it makes an attack that does not include you as a target, you may make a ranged basic attack against it as an immediate reaction.

## Sacred Rifleman

*“You misunderstand- the sunpowder, and the god from whom it comes, are the important part, not the weapons.”*

**Prerequisites:** Gunslinger

Sunpowder comes, ultimately, from a divine source. Many gunslingers forget that, but you do not, not ever. It is important to keep that divine connection in mind. You honor the old, lost god Galador, who brought the Sun to ignition long ago. Few still follow him, but he has graced you with some of his waning power.

Although this paragon path is called the sacred rifleman, there are also sacred pistoleers.

## Sacred Rifleman Path Features

**Faith (11<sup>th</sup> level):** You gain a +1 bonus to your Will defense.

**Radiant Action (11<sup>th</sup> level):** When you spend an action point to take an extra action, until the end of your next turn, each creature hit by an attack from your sunpowder weapons takes extra radiant damage equal to your Wisdom bonus.

**Walk in the Light (16<sup>th</sup> level):** You gain resist 15 radiant.

## Sacred Rifleman Prayers

### Sacred Bullet Sacred Rifleman Attack 11

*You fire at the target, knowing that your god is on your side and will help you pass through your foe's armor.*

**Encounter**

**Divine, Radiant, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2 [W] + Dexterity modifier radiant damage.

### Healing Powder Sacred Rifleman Utility 12

*With a fervant prayer, you unlock the holy power of sunpowder.*

**Encounter**

**Divine, Healing**

**Minor Action**

**Melee touch**

**Target:** You or one ally

**Effect:** Spend 3 charges of sunpowder, and the target can spend a healing surge.

### Guns for Galador

### Sacred Rifleman Attack 20

*Sure of your divine mission, you let your guns blaze with holy powder as you unleash a storm of bullets.*

**Daily**

**Divine, Radiant, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature, two or three creatures

**Attack:** Dexterity vs. AC, three attacks

**Hit:** 2 [W] + Dexterity radiant modifier damage per attack.

**Miss:** Half damage (each attack).

**Effect:** You reload after each shot.

## Speed Shooter

*"You call that fast? Watch this."*

**Prerequisites:** Gunslinger, Improved Initiative or Quickdraw

Every gunslinger takes pride in his ability to shoot. You focus that pride on an area many gunslingers disdain: firing as quickly as possible. It's true that you aren't always as accurate as other gunslingers, but you make up for it by the sheer number of bullets you fire.

### Speed Shooter Path Features

**Quick Shot (11<sup>th</sup> level):** Before you make any attack rolls in a round, you may choose to use your *quick shot* ability. If you do, you suffer a -4 penalty on all attacks until the beginning of your next turn, but you can make one ranged basic attack with a sunpowder weapon as a free action.

**Speed Shooter's Action (11<sup>th</sup> level):** If you spend your action point to take an extra action while you are using your *quick shot* ability, you may take a second ranged basic attack as a free action.

**Speed Shooter's Step (16<sup>th</sup> level):** Whenever you use an attack power that lets you make multiple ranged attacks with sunpowder weapons, you may shift 1 square between each attack.

### Speed Shooter Exploits

#### Speed Shot

#### Speed Shooter Attack 11

*You can squeeze off a shot with blinding speed when you need to.*

**Encounter**

**Martial, Weapon**

**Immediate Interrupt**

**Ranged weapon**

**Trigger:** You may trigger this ability at any point.

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature

**Attack:** Dexterity vs. AC.

**Hit:** 1 [W] + Dexterity modifier damage, and if the interrupted action requires an attack roll or skill check, that attack or check suffers a -4 penalty.

#### Swift Footwork

#### Speed Shooter Utility 12

*Your gunwork isn't all that's fast about you.*

**Daily**

**Martial, Stance**

**Minor Action**

**Personal**

**Effect:** You gain a +2 bonus to speed and Reflex.

**Quickest Gun Around**

**Speed Shooter Attack 20**

*If the need arises, you can unleash a veritable blizzard of shots.*

**Daily**

**Martial, Weapon**

**Minor Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon..

**Effect:** Before you make your first attack and after each attack, you can reload a sunpowder weapon as a free action.

**Target:** One or two creatures

**Attack:** Dexterity vs. AC.

**Hit:** 2 [W] + Dexterity modifier damage.

## Sunpowder Sniper

“....”

**Prerequisites:** Gunslinger, trained in Stealth

Many gunslingers have a flair for the dramatic, but you are a different sort entirely. You prefer to hang back, striking silently from the shadows, never even letting your foe know you are there until it is too late.

### Sunpowder Sniper Path Features

**Instinct for Camouflage (11<sup>th</sup> level):** You gain a +3 bonus on Stealth checks.

**Sniper's Action (11<sup>th</sup> level):** Instead of spending an action point to take an extra action, you can spend it when you make a ranged attack with a sunpowder weapon at long range while you are hidden from the target. If you do so, you increase the attack's critical range by 3 and increase the severity of any resulting critical by +1d10. If the attack misses, you remain hidden and regain the action point.

**Sniper's Movement (16<sup>th</sup> level):** If you are hidden from a creature and you move to another location from which you have total cover or concealment in a single move action, you may make a Stealth check to remain hidden, as if you had not broken cover or concealment.

### Sunpowder Sniper Exploits

**Sniper Shot**

**Sunpowder Sniper Attack 11**

*When the target doesn't know it's coming, you can hit it hard.*

**Encounter**

**Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature that you have combat advantage against

**Attack:** Dexterity vs. AC.

**Hit:** 3 [W] + Dexterity modifier damage.

### Sudden Disappearance Sunpowder Sniper Utility 12

*You excel at seeming to vanish.*

**Daily**

**Martial**

**Minor Action**

**Personal**

**Requirement:** You must have concealment.

**Effect:** You become invisible until the end of your turn.

### Hidden Doom Sunpowder Sniper Attack 20

*From hiding, you are at your deadliest, dealing death to your enemies in gruesome fashion.*

**Daily**

**Martial, Stance**

**Minor Action**

**Ranged weapon**

**Effect:** While you have combat advantage, you increase your critical range with sunpowder weapons by 1 and your critical severity by +1d8.

## Terror Gunner

*“You ever seen the kind of wounds that sunpowder weapons leave?”*

**Prerequisites:** Gunslinger, trained in Intimidate

Fear. It is fear that is the greatest weapon a person can wield- fear that pushes foes to give up the fight without even striking a blow, fear that allows a ruler to rule, fear that holds the world's fragile order together. You have learned to use fear- to use it to reduce your enemies to blubbing babies pissing themselves.

## Terror Gunner Path Features

**Frightful Presence (11<sup>th</sup> level):** While you are conscious, adjacent lower-level enemies grant combat advantage.

**Terrifying Action (11<sup>th</sup> level):** When you use an action point to make a gunslinger or terror gunner attack, that attack gains the Fear keyword. After resolving the attack, you can push each target hit by the attack a number of squares equal to its speed.

**Love of Fear (16<sup>th</sup> level):** You are immune to fear. Additionally, when you make an attack with the Fear keyword, you get a +1 bonus on attack rolls against creatures that are not immune to fear.

## Terror Gunner Exploits

### Terror Shot Terror Gunner Attack 11

*When you hit an enemy, you fill it with fear.*

**Encounter**

**Fear, Martial, Psychic**

**Free Action**

**Ranged weapon**

**Trigger:** You hit an enemy with an attack with a sunpowder weapon.

**Effect:** In addition to the attack's other effects, you push the target a number of squares equal to its speed, and the target takes 1d12 psychic damage and grants combat advantage (save ends).

### Frightful Mien Terror Gunner Utility 12

*You pour incredible intensity into your threatening glower and snarling demeanor.*

**Daily**

**Martial, Stance**

**Minor Action****Personal**

**Effect:** You gain a +4 bonus on Intimidate checks.

**Terrorize****Sunpowder Sniper Attack 20**

*You give out a terrifying roar, then follow it up with a morale-breaking shot to an enemy.*

**Daily****Fear, Martial, Weapon****Standard Action****Close blast 5**

**Target:** Each enemy in blast

**Attack:** Wisdom vs. Will

**Hit:** You push the target 3 squares.

**Effect:** Make the following secondary attack.

**Secondary Attack****Ranged weapon**

**Requirement:** You must be wielding a sunpowder weapon.

**Target:** One creature.

**Attack:** Dexterity vs. AC

**Hit:** 4 [W] + Dexterity modifier damage, and the target grants combat advantage until the end of the encounter.

**Miss:** Half damage.



# GUNSLINGER FEATS

What follows is a selection of feats aimed at gunslingers.

## **BRILLIANT SUNPOWDER BURST**

**Prerequisites:** Gunslinger, *sunpowder burst* class feature

**Benefit:** When you use your *sunpowder burst* class feature, you deal an extra 1d4 radiant damage to the target.

## **DEADLY SHOT**

**Prerequisites:** Gunslinger

**Benefit:** When you score a critical hit with a sunpowder weapon, you gain a bonus of +1d4 to critical severity. This bonus increases to +1d6 at 11<sup>th</sup> level and to +2d4 at 21<sup>st</sup> level.

## **DWARVEN POWDER MAKER**

**Prerequisites:** Gunslinger, dwarf, *sunpowder creation* class feature

**Benefit:** Whenever you create sunpowder, you create twice the normal amount.

## **ELVEN GUN ACCURACY**

**Prerequisites:** Gunslinger, elf, *elven accuracy* racial power, *gunslinger's aim* class feature

**Benefit:** If you use your *elven accuracy* to reroll an attack against the target of your *gunslinger's aim*, you gain a +2 bonus to the attack roll.

## **GNOME SNIPER**

**Prerequisites:** Gunslinger, gnome, 11<sup>th</sup> level

**Benefit:** When you are invisible and you make a weapon attack with a sunpowder weapon, your critical range expands by 1.

## **GNOMISH POWDER MAKER**

**Prerequisites:** Gunslinger, gnome, *sunpowder creation* class feature

**Benefit:** Only ¼ the sunpowder created by you loses its potency each day.

## **GUN INITIATE [Multiclass Gunslinger]**

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency in one type of sunpowder weapon (pistol or rifle). In addition, once per encounter, you can use the *gunslinger's aim* class feature.

## **GUNSLINGER'S BURST [Multiclass Gunslinger]**

**Prerequisites:** Wis 13, any multiclass gunslinger feat

**Benefit:** You gain training in one skill from the gunslinger's class skill list. In addition, once per day, you can use the *sunpowder burst* class feature.

## **GUNSLINGER'S CALLUSES**

**Prerequisites:** Gunslinger

**Benefit:** You gain resist 1 fire and resist 1 radiant. This resistance increases to 2 at 11<sup>th</sup> level and to 3 at 21<sup>st</sup> level.

### HALFLING SMOKE STALKER

**Prerequisites:** Gunslinger, halfling

**Benefit:** While you are in a square filled with smoke, fog or similar obscurement, you never grant combat advantage.

### HOT SUNPOWDER BURST

**Prerequisites:** Gunslinger, *sunpowder burst* class feature

**Benefit:** When you use your *sunpowder burst* class feature, you deal an extra 1d4 fire damage to the target.

### ORCISH GUNNERY TRAINING

**Prerequisites:** Gunslinger, orc or half-orc

**Benefit:** At the start of your turn, if you are wielding an unloaded sunpowder weapon, you may load it as a free action. In addition, when you make an attack with a sunpowder weapon while you have cover or improved cover, you gain a +1 bonus to the attack.

### ORCISH SUNPOWDER MASTERY

**Prerequisites:** Orc or half-orc, Exotic Weapon Proficiency (sunpowder weapons)

**Benefit:** You gain a +1 bonus to damage rolls with weapon attacks using sunpowder weapons. This bonus increases to +2 at 11<sup>th</sup> level and to +3 at 21<sup>st</sup> level.

### RAPID RELOAD

**Prerequisite:** Exotic Weapon Proficiency (sunpowder weapons)

**Benefit:** You can reload a sunpowder weapon or crossbow as a free action once per round.

### STEADY AIM

**Prerequisites:** Gunslinger, 11<sup>th</sup> level

**Benefit:** If you have not moved since the end of your last turn, you gain a +1 bonus to attack rolls with sunpowder weapons.

### SUNPOWDER WEAPON EXPERTISE

**Prerequisite:** Exotic Weapon Proficiency (sunpowder weapons)

**Benefit:** You gain a +1 feat bonus to weapon attack rolls you make with a sunpowder weapon. This bonus increases to +2 at 11<sup>th</sup> level and +3 at 21<sup>st</sup> level.

In addition, when you score a critical hit with a sunpowder weapon, you gain a bonus of +1d4 to critical severity. This bonus increases to +1d6 at 11<sup>th</sup> level and +2d4 at 21<sup>st</sup> level.

### WIDE SUNPOWDER BURST

**Prerequisites:** Gunslinger, *sunpowder burst* class feature, 11<sup>th</sup> level

**Benefit:** When you use your *sunpowder burst* class feature, each creature adjacent to the target also takes 3 points of fire and radiant damage. This increases to 6 points at 21<sup>st</sup> level.