

## Firearms Master

A Firearms Master is the pistol-wielding Martial Artist. Able to release more accurate and damaging shots than any other, she dives around the battlefield, dancing with death on a regular basis. She is the ideal of thousands of action movies, a master of gun-fu and impossible to match in ranged combat. Select this prestige class if you want your character to a true master of their chosen firearm(s). The fastest path into this prestige class is from the fast hero basic class, and then the Gunslinger advanced class, though other paths are possible.

### Requirements

To qualify to become a Firearms Master, a character must fulfil the following criteria.

**Base Attack Bonus:** +7

**Base Defense Bonus:** +8

**Skills:** Gamble 6 ranks, Sleight of Hand 12 ranks, Tumble 12 ranks.

**Feats:** Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Weapon Focus (Any Medium or smaller sized firearm).

**Special:** The character must possess the Close Combat Shot class ability.

### Class information

The following information pertains to the Firearms Master prestige class.

### Hit die

The Firearms Master gains 1d10 hit points per level. The character's constitution modifier applies.

### Action points

The Firearms Master gains a number of action points equal to 7+ one-half his character level, rounded down, every time he attains a new level in this class.

### Class skills

The Firearms Master's class skills are as follows.

Balance (Dex), Escape Artist (Dex), Hide (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

**Skill Points at Each Level:** 5+ Int Modifier

Table: The Firearms Master

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Rep Bonus</u>
1 <sup>st</sup>	+1	+0	+2	+1	Close combat master	+1	+0
2 <sup>nd</sup>	+2	+0	+3	+2	Rain of bullets	+1	+0
3 <sup>rd</sup>	+3	+1	+3	+2	Weapon specialisation	+2	+1
4 <sup>th</sup>	+4	+1	+4	+2	Executioner	+2	+1
5 <sup>th</sup>	+5	+1	+4	+3	Greater weapon specialisation	+3	+1

## CLASS FEATURES

All of the following features pertain to the Firearms Master prestige class.

### Close Combat Master

At 1<sup>st</sup> level, a Firearms Master becomes a master of using personal firearms in melee combat. She may make attacks of opportunity with a firearm on any opponent who is in her threatened area. This does not extend her threatened area beyond her normal limit (5 feet for a medium-sized Firearms Master). This attack is resolved as normal for an attack with the firearm (it is *not* a pistol whip attack).

### Rain of Bullets

At 2<sup>nd</sup> level, a Firearms Master gains the ability to fire many shots at the expense of accuracy. The Firearms Master must make attacks with a personal firearm for which she possesses the appropriate Weapon Focus feat or class feature to gain the benefit. With a rain of bullets, the Firearms Master may make one extra attack in a round at her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Alternatively, the Firearms Master may make two extra attacks in

a round at his highest base attack bonus. This attacks and each other attack made in the round take a –5 penalty. Either way, using this ability is a full-round action.

### **Weapon Specialisation**

At 3<sup>rd</sup> level, a Firearms master gains the Weapon Specialisation ability. This ability stacks with any existing Weapon Specialisation bonus, and adds an additional +2 to all damage rolls made with a personal firearm for which the Firearms Master possesses the appropriate Weapon Focus feat or class feature.

### **Execution**

From 4<sup>th</sup> level, the Firearms Master has the ability to make a Coup de Grace attack on a helpless foe with a personal firearm as an attack action, rather than as a full-round action. This is otherwise identical to a normal Coup de Grace attack (for example, it still provokes attacks of opportunity unless the Firearms Master possesses an ability that makes it otherwise).

### **Greater Weapon Specialisation**

At 5<sup>th</sup> level, a Firearms Master deals an additional +4 to all damage rolls made with a personal firearm for which she possesses the appropriate Weapon Focus feat or class feature. This overlaps (does not stack) with the Weapon Specialisation ability given by this class, but stacks with the Weapon Specialisation ability from any other class.