

Rifleman

The Rifleman is an expert at one thing: long-range combat. While the Gunslinger depends on a rapid rate of fire, the Rifleman depends on “one shot, one kill”. He can be a SWAT team member, a military sniper, or even a mercenary, depending on how he uses his talents.

Select this advanced class if you want your character to be unmatched at long-range combat.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Spot 6 ranks

Feats: Personal Firearms Proficiency, Far Shot

Class Information

The following information pertains to the Rifleman advanced class.

Hit die

The Rifleman gains 1d8 hit points per level. The character’s Constitution modifier applies.

Action points

The Rifleman gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Rifleman’s class skills (and the key ability for each skill) are: Concentration (Con), Drive (Dex), Gamble (Wis), Hide (Dex), Intimidate (Cha), Knowledge (current events, popular culture, tactics) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex)

Skill Points at Each Level: 5 + Int modifier.

Table: The Rifleman

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+1	+1	Sniper	+1	+0
2nd	+1	+0	+2	+2	Weapon focus	+1	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Sharp-shooting	+2	+1
5th	+3	+1	+3	+3	Weapon specialisation	+3	+1
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Improved critical	+4	+2
8th	+6	+2	+4	+4	Greater weapon focus	+4	+2
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Bullseye	+5	+3

CLASS FEATURES

All of the following are features of the Rifleman advanced class.

Sniper

A Rifleman is an expert at attacking targets who are far away. He may now acquire a target using a scope as a move action instead of an attack action.

Weapon Focus

At 2nd level, a Rifleman gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Rifleman must choose a specific personal firearm.

The Rifleman adds +1 to all attack rolls you make using the selected personal firearm.

Bonus Feats

At 3rd, 6th, and 9th level, the Rifleman gets a bonus feat. The bonus feat must be selected from the following list, and the Rifleman must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armour Proficiency (light), Confident, Dead Aim, Dodge, Drive-By Attack, Iron Will, Mobility, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Skip Shot, Shot on the Run, Quick Reload.

Sharp-Shooting

At 4th level, the Rifleman gains the ability to score hits that others would miss due to the target's cover. If the Rifleman uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Weapon Specialisation

At 5th level, a Rifleman gains weapon specialisation with a specific ranged weapon that he also has applied the Weapon Focus feat or class feature to. The Rifleman gets a +2 bonus on damage rolls with the chosen weapon.

Improved Critical

A Rifleman of 7th level or higher knows how to strike more effectively and have a better chance of dealing significant damage with the weapon he has applied Weapon Specialisation to. For that weapon, his threat range increases by one.

Greater Weapon Focus

At 8th level, a Rifleman receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye

At 10th level, a Rifleman becomes so adept at using the firearm to which he has applied Weapon Focus and Greater Weapon Focus that the Rifleman's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Rifleman can spend 1 action point to deal +3d6 points of damage.