

Melchior Babel

Male human gunslinger 12 - CR 11

Lawful Good Humanoid (Human); Deity: **Murlynd**; Age: **36**;
Height: **5' 10"**; Weight: **140 lb.**; Eyes: **Blue**; Hair: **Blonde**;
Skin: **Fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	+8					Black Powder Fortune : +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm
REFLEX (DEXTERITY)	+13	+8	+5				Black Powder Fortune : +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm
WILL (WISDOM)	+8	+4	+4				Resilient Peculiarity : +2 trait bonus vs Psionics., Black Powder Fortune : +2 trait bonus vs. curse, fear, and emotion effects while wielding a firearm

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	+5		+5				+3	
Touch AC	18								
		BAB		Strength		Size		Misc	
CM Bonus	+12	+12		+0		-		-	
		BAB		Strength		Dexterity		Size	
CM Defense	30	= 10	+12		+0	+5		-	
Hero Points									
Base Attack	+12								
Initiative	+7								
Speed	30 ft								

+1 lucky elysian bronze double-barreled pistol
Ranged: **+18, 1d8+6** Crit: x4
Ranged, both hands: **+18, 1d8+6** Rng: 20'
1-hand, B/P

Dragon pistol
Ranged: **+17, 1d6** Crit: x4
Ranged, both hands: **+17, 1d6** 1-hand, B/P,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+20	DEX (5)	12	
Appraise	+1	INT (1)	-	
Bluff	+17	CHA (2)	12	
Climb	+0	STR (0)	-	
Craft (alchemy)	+6	INT (1)	2	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+6	DEX (5)	1	
Fly	+5	DEX (5)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+8	WIS (4)	1	
Intimidate	+17	CHA (2)	12	
Knowledge (Oerth)	+4	INT (1)	3	
Knowledge (religion)	+5	INT (1)	4	
Perception	+19	WIS (4)	12	
Ride	+9	DEX (5)	1	
Sense Motive	+10	WIS (4)	6	
Sleight of Hand	+9	DEX (5)	1	
Stealth	+8	DEX (5)	3	
Survival	+8	WIS (4)	1	
Swim	+0	STR (0)	-	

Feats
Armor Proficiency (Light)
Deadly Aim -4/+8
Defiant Luck (1/day)
Exotic Weapon Proficiency (Firearms)
Firebrand of Murlynd
Gunsmithing

Feats

Hostile Mind
Improved Hostile Mind
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Rapid Reload (Pepperbox)
Rapid Shot
Simple Weapon Proficiency - All
Weapon Focus (Pepperbox)

Traits

Black Powder Fortune
Resilient Peculiarity (Psionics)

Gun with no name

Ranged: **+20/+15/+10, 1d8+7 plus** Crit: x4
2d6 vs. mythic subtype Rng: 20'
Ranged, both hands: **+20/+15/+10,** 1-hand, B/P
1d8+7 plus 2d6 vs. mythic subtype

+2 darkleaf cloth studded leather

+5

Max Dex: +7, Armor Check: -
Spell Fail: 5%, Light

Gear

Total Weight Carried: 30/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 lucky elysian bronze double-barreled pistol	5 lbs
+2 darkleaf cloth studded leather	10 lbs
Backpack (empty)	2 lbs
Bedroll <In: Dropped to ground (22 @ 39 lbs)>	5 lbs
Belt pouch (empty)	0.5 lbs
Dragon pistol	3 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Dropped to ground (22 @ 39 lbs)>	-
Gun with no name	5 lbs
Gunsmith's kit	2 lbs
Holy symbol, silver (Murlynd)	1 lb
Holy text (Book of the Law)	0.5 lbs
Mess kit <In: Dropped to ground (22 @ 39 lbs)>	1 lb
Money <In: Dropped to ground (22 @ 39 lbs)>	-
Pot <In: Dropped to ground (22 @ 39 lbs)>	4 lbs
Powder horn (empty)	1 lb
Rope <In: Dropped to ground (22 @ 39 lbs)>	10 lbs
Torch x10 <In: Dropped to ground (22 @ 39 lbs)>	1 lb
Trail rations x5 <In: Dropped to ground (22 @ 39 lbs)>	1 lb
Waterskin <In: Dropped to ground (22 @ 39 lbs)>	4 lbs

Special Abilities

Deed: Bleeding Wound (Ex)
Deed: Dead Shot (Ex)
Deed: Deadeye (Ex)
Deed: Expert Loading (Ex)
Deed: Gunslinger Initiative (Ex)
Deed: Gunslinger's Dodge (+2 AC/+4 AC prone) (Ex)
Deed: Lightning Reload (Ex)
Deed: Pistol-Whip (Ex)
Deed: Quick Clear (Ex)

Experience & Wealth

Current Cash: **45,974 gp**

Special Abilities

Deed: Startling Shot (Ex)
Deed: Targeting (Ex)
Deed: Utility Shot (Ex)
Elysian Bronze
Grit (Ex)
Gun Training +5 (Double-barreled pistol) (Ex)
Gun Training +5 (Pepperbox) (Ex)
Hero Points
Lucky, greater (3/day)
Mythic Bane

Tracked Resources

Defiant Luck (1/day)	<input type="checkbox"/>
Grit Pool (4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lucky, greater (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Aerdi, Ancient

Common

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide** - Defiant Luck (feat)
- **DSP - Ultimate Psionics** - Lucky (item power)
- **Eberron Campaign Setting** - Eberron Mechanic, Action Points (equipment)
- **Inner Sea World Guide / Mythic Adventures / Ultimate Combat / Ultimate Equipment** - Gun with no name (weapon)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Inner Sea World Guide / Ultimate Combat / Ultimate Equipment** - Powder horn (equipment)
- **LG - Legendary Planet AP** - Resilient Peculiarity (trait)
- **Ultimate Campaign** - Black Powder Fortune (trait)
- **Ultimate Combat** - Gunslinger (class); Gunsmith's kit (equipment); Gunsmithing (feat)
- **Ultimate Combat / Ultimate Equipment** - Double-barreled pistol (weapon); Dragon pistol (weapon)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Deadly Aim -4/+8

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Defiant Luck (1/day)

Feat

You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature.

Prerequisite: Human.

Benefit: Once per day, after you roll a natural 1 on a saving throw or a critical hit is confirmed against you, you can either reroll that saving throw, or force the creature that confirmed the critical hit against you to reroll the critical confirmation roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.

Special: If you are using the optional hero point system (*Advanced Player's Guide* 322-324), you can also spend 1 hero point when a critical hit is confirmed against you to have the opponent reroll the critical hit confirmation roll.

Appears In : Advanced Race Guide

Firebrand of Murlynd

Feat

Adding this feat will let you create your own feat with a name of your choice.

Gunsmithing

Feat

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms : You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition : You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge.

Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm : Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Appears In : Ultimate Combat

Hostile Mind

Feat

Whenever you are subject to a power from the telepathy discipline (Regardless of whether the power is harmful or beneficial to you), the manifester must make a Will Save against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 + your Charisma bonus in damage.

The benefits of this feat apply only to psionic powers and psi-like abilities.

Special: You cannot take or use this feat if you have the ability to use powers (i.e. a power point reserve or psi-like abilities).

Adapted from Expanded Psionics Handbook

Improved Hostile Mind

Feat

Adding this feat will let you create your own feat with a name of your choice.

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In : Not New Paths Option: Use Scaling Feats

Rapid Reload (Pepperbox)

Feat

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Melchior Babel – Abilities & Gear

Rapid Shot You can make an additional ranged attack. Prerequisites: Dex 13, Point-Blank Shot.	Feat	Hero Points Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects. Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn. Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll). Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn. Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent. Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis. Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse. Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies. Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC. Note: Hero points gained must be added manually. Appears In : Advanced Player's Guide Hero Points
Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.		
Weapon Focus (Pepperbox) Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.	Feat	
Prerequisites: Proficiency with selected weapon, base attack bonus +1.		
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.		
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.		
Black Powder Fortune You have little to fear when there's a gun in your hand. As long as you are wielding a firearm, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.	Trait	
Appears In : Ultimate Campaign		
Resilient Peculiarity (Psionics) Throughout the multiverse various traditions exist for harnessing energy for a wielder's purpose, whether as arcane magic, divine magic, innate magic (such as spell-like abilities), psionic magic, technology, or other similar effects. Whether born under auspicious stars, experimented upon as a child, or caught in an influx of energy which left you permanently altered, your mind has become particularly resilient to one of these methods. Pick one of the above traditions. Against effects of that type, you receive a +2 trait bonus on Will saving throws.	Trait	
Appears In : LG - Legendary Planet AP		
Elysian Bronze First crafted in the deeps of time by the titans and bestowed as gifts to monster-slaying heroes among the lesser races, Elysian bronze retains the brazen coloration of its namesake but is as hard as steel. A weapon made of Elysian bronze adds a +1 bonus on weapon damage rolls against magical beasts and monstrous humanoids; this damage is multiplied on a critical hit. After a creature uses an Elysian bronze weapon to deal damage to a magical beast or monstrous humanoid, the wielder gains a +1 bonus on attack rolls against that specific creature type (for example, against chimeras, not all magical beasts) for the next 24 hours, or until the weapon deals damage to a different kind of magical beast or monstrous humanoid.	Material	
Armor made of Elysian bronze also protects its wearer against the natural weapons or unarmed strikes of magical beasts and monstrous humanoids, providing damage reduction as if it were adamantine (1/— for light armor, 2/— for medium armor, or 3/— for heavy armor). It does not provide this protection against creatures of other types. Elysian bronze has the same hit points and hardness as steel.		
Appears In : Ultimate Equipment		

Deed: Bleeding Wound (Ex) Class Ability (Gunslinger)

At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Deed: Dead Shot (Ex) Class Ability (Gunslinger)

At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th level gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Deed: Deadeye (Ex) Class Ability (Gunslinger)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Deed: Expert Loading (Ex) Class Ability (Gunslinger)

At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

Deed: Gunslinger Initiative (Ex) Class Ability (Gunslinger)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Deed: Gunslinger's Dodge (+2 AC/+4 AC pClass Ability (Gunslinger)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Deed: Lightning Reload (Ex) Class Ability (Gunslinger)

At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Deed: Pistol-Whip (Ex) Class Ability (Gunslinger)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Deed: Quick Clear (Ex) Class Ability (Gunslinger)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Deed: Startling Shot (Ex) Class Ability (Gunslinger)

At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Deed: Targeting (Ex) Class Ability (Gunslinger)

At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets.

Creatures that are immune to sneak attacks are immune to these effects.

- **Arms:** On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- **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 threatens a critical on a 19-20.
- **Wings:** On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Deed: Utility Shot (Ex)

Class Ability (Gunslinger)

At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

•**Blast Lock**: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. *Arcane lock* grants a +10 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 destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though *knock* can still be employed to bypass the lock, and the creator of an *arcane lock* can still bypass the wards of that spell.

•**Scoot Unattended Object**: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. 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, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

•**Stop Bleeding**: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Grit (Ex)

Class Ability (Gunslinger)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act: Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

Gun Training +5 (Double-barreled pistol) (Class Ability (Gunslinger)

Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Gun Training +5 (Pepperbox) (Ex) Class Ability (Gunslinger)

Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Melchior Babel – Abilities & Gear

Gun with no name	Weapon	Mythic Bane (Gun with no name)	Weapon Power
<p>Though the green, glowing runes on this firearm denote it as magical, otherwise this <i>+2 mythic bane greater lucky pepperbox</i> appears beat up and nearly useless. This weapon can be reloaded normally, but if its wielder expends either one use of mythic power or 1 grit point as a swift action, each of the firearm's empty barrels magically reloads with either black powder and a bullet or with a flare alchemical cartridge (the wielder chooses, and she can mix and match the ammunition type with each barrel). While carrying this firearm, the wielder is immune to scrying and any form of divination that attempts to ascertain her location, thoughts, or alignment. The firearm itself is immune to <i>locate object</i> and similar effects.</p> <p>Construction Requirements: Craft Magic Arms and Armor, Mythic Crafter, <i>divine favor</i>, <i>nondetection</i>; Cost: 50,800 gp</p> <p>Lucky, greater This special ability can only be placed on one-handed or two-handed firearms. A <i>greater lucky firearm</i> is nearly identical to a <i>lucky gun</i>, but its reservoir holds 3 grit points instead of 1. A firearm cannot have both this special ability and the <i>lucky</i> special ability.</p> <p>Construction Requirements: Craft Magic Arms and Armor, <i>greater heroism</i>, creator must be a grit user; Cost +3 Bonus</p> <p>Mythic Bane A <i>mythic bane</i> weapon works exactly like a bane weapon, except it has a higher bonus and deals extra damage against any creature with the mythic subtype. This ability stacks with the bane weapon special ability.</p> <p>Construction Requirements: Craft Magic Arms and Armor, Mythic Crafter, <i>divine favor</i>; Cost: +1 bonus</p> <p>Bane A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.</p> <p>Appears In : Mythic Adventures</p>		<p>A <i>mythic bane</i> weapon works exactly like a bane weapon, except it has a higher bonus and deals extra damage against any creature with the mythic subtype. This ability stacks with the bane weapon special ability.</p> <p>Construction Requirements: Craft Magic Arms and Armor, Mythic Crafter, <i>divine favor</i>; Cost: +1 bonus</p> <p>Bane A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.</p> <p>Appears In : Mythic Adventures</p>	
<p>Lucky, greater (3/day) (Gun with no name)</p> <p>This special ability can only be placed on one-handed or two-handed firearms. A <i>greater lucky firearm</i> is nearly identical to a <i>lucky gun</i>, but its reservoir holds 3 grit points instead of 1. A firearm cannot have both this special ability and the <i>lucky</i> special ability.</p> <p>Construction Requirements: Craft Magic Arms and Armor, <i>greater heroism</i>, creator must be a grit user; Cost +3 Bonus</p> <p>Appears In : Ultimate Equipment, Ultimate Combat</p>		<p>Weapon Power</p>	

Title - Melchior Babel (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2020/08/21

XP Reward : 0 XP; **Net Cash** :

- no notes -