

Gunmage

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"I'd be careful, if I were you. You're in my sights, and that's a very dangerous place to be."

With both the sharpshooting talent of a gunfighter and arcane power of a magus, the gunmage combines these two talents into a unique and very specialized set of skills. The gunmage's focus is her key weapon, or bonded pistol. She not only uses it in combat, but as a focus for her spells. She imbues her bonded pistol with mystical powers and uses spells to augment it further, as well as to enhance and protect herself in battle.

Adventurers: Gunmages adventure to gain fame and fortune, or as a path to increasing their skills with weapon and magic. Gunmages have a distinctive style in combat, and have a flair for artistry in battle. They tend to get along well with both spellcasters, who can teach them more about their magical abilities, and martial types, whom they respect for fighting prowess. They have a particular affinity for technology and characters or organizations that emphasize it, and many gunmages can be found among the Shuul and the church of Teun, Mother of Machines.

Background: The path of the gunmage is largely self-taught, although many seek out instruction separately in gunfighting and in the study of arcane magic. A few gunmages take on pupils of particular promise, but most gunmages were students of the arcane that discovered a talent for gunfighting, or gunfighters who picked up some magic to supplement their skills.

Races: Gunmages are primarily human, although proportionally speaking there are more shoal elf gunmages than human. Although it combines the dwarven affinities for technology and arcane magic, only a few Stonelost and fewer Grailwarden dwarves follow become gunmages, often using a rifle or heavier weapon than the more duelist-like human gunmages. Other races seldom follow the gunmage's path, although rare examples of each can be found.

View of Magic: Magic is a potent tool, but a tool nonetheless. Gunmages believe that magic is the focusing of primal energies through a bonded pistol. A swift gesture, curt word, and mental image together create a supernatural effect. A gunmage sees magic in the same way as they see a trick shot: the same gesture, word, and thought always produces the same result with enough practice, but changing even the smallest part can cause the unexpected to happen.

Other Classes: Gunmages tend to get along well with both other spellcasting classes and with martial classes, for they feel something of a kinship with each. Some are known to harbor a special disdain for warriors using so-called archaic weapons; it was one such that coined the phrase "to bring a sword to a gunfight." Such gunmages tend to focus even more upon technological study and devices than most of their brethren.

NPCs: The traveler from foreign lands with a hand always on his pistol could be a gunmage. The gunfighter seeking to avenge the death of his mentor might be a gunmage. The lone wanderer with a quick hand and a mysterious agenda could be a gunmage.

Hit Die: d8.

Gunmage Archetypes

Arcane Sharpshooter: You're a skilled craftsman, and the pistol and magic are your tools. You spend your time trying to perfect your craft - that one spell that keeps eluding you, the one trick shot you can't quite seem to make. Other warriors may be more stolid, or more versatile, but no one can quite do what you do.

Crusader: You have a cause to champion, and the pistol in your hand is the means to that cause. Perhaps you seek to avenge your mentor, or find a clue as to the identity of your parents. Whatever it is that you seek, you are determined to find it by any means necessary.

Mercenary: A skilled pistol fighter is always in demand, and combined with your magical talents there is never a lack of potential employers. Sometimes you are asked - and paid - to do things that others might balk at, but you've learned not to question too deeply. After all, that last job paid for a room in the inn and the ale in your hand.

Skills

Skill Points at 1st Level: $(2 + \text{Intelligence bonus}) \times 4$.

Skill Points at Higher Levels: $2 + \text{Intelligence bonus}$.

Class Skills: The gunmage's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disable Device (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (machines) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sleight of Hand (Dex), and Spot (Wis).

Class Features

Weapon and Armor Proficiency: The gunmage is proficient with all simple weapons and firearms. The gunmage is proficient with light armor and shields. A gunmage can cast gunmage spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a gunmage wearing Medium or Heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass gunmage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A gunmage casts arcane spells which are drawn from the gunmage spell list. A gunmage must choose and prepare his spells ahead of time (see below). To learn, prepare, or cast a spell, a gunmage must have an Intelligence score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a gunmage's spell is $10 + \text{the spell level} + \text{the gunmage's Intelligence modifier}$.

Like other spellcasters, a gunmage can only cast a certain number of spells of each level per day. Her base daily spell allotment is given on Table 1-1: The Gunmage. In addition, she receives bonus spells per day if she has a high

Intelligence score. When Table 1-1: The Gunmage indicates that the gunmage gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Intelligence score for that spell level.

Unlike a bard or sorcerer, a gunmage may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the gunmage chooses which spells to prepare.

Spellbooks: A gunmage must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook.

A gunmage begins play with a spellbook containing six 0-level gunmage spells and two 1st-level gunmage spells. For each point of Intelligence bonus the gunmage has, the spellbook holds an additional 1st-level spell of her choice. At each new gunmage level, she gains two new spells of any spell level she can cast (based on her new gunmage level) for her spellbook, chosen from the gunmage list. At any time, a gunmage can also add spells found in wizards' or other gunmages' spellbooks, gutter mages' notes, or from arcane scrolls to her spellbook, and these need not be limited to the gunmage spell list. The gunmage must first master the spell as normal. If the spell is available at different levels for different classes, use the level for the following classes in order: gunmage, bard, sorcerer/wizard, gutter mage, others (i.e. the gunmage comes across a scroll of *greater shout*, which is a 6th-level bard spell and an 8th-level sorcerer/wizard spell. The gunmage adds it to her spellbook as a 6th-level spell.)

Bonded Pistol (Su): The gunmage performs a daylong ceremony to make a gunpowder pistol her key weapon, or "bonded pistol." A gunmage can have only one bonded pistol, and the weapon must be a physical pistol (not the creation of a spell), although it can be enhanced with magic.

The bonded pistol gains a small modicum of sentience in the ceremony. It has a very basic empathic link with the gunmage, so the character always knows where the weapon is (distance and direction). The bonded pistol serves as a special focus for all the gunmage's spells. As long as it remains in her hands, her spells have no somatic components.

A gunmage can create a new bonded pistol by performing the ceremony again, but this breaks the bond between the gunmage and the previously-attuned firearm.

Note: The limitation that a gunmage's bonded weapon be restricted to a pistol is mostly for flavor reasons, and a dwarven rifle-mage (as an example) would not be unbalanced. That being said, common sense should still be applied – a hydra rifle, hand cannon, or hellsbreath gun probably should not be permitted as the bonded weapon.

Arcane Bullets (Su): Through her link to the bonded pistol, a gunmage can magically imbue her bullets with enhanced power and accuracy. All bullets fired from the bonded pistol are considered to have a +1 enhancement bonus. At 5th level, and every five gunmage levels afterward, this bonus increases by +1 (maximum +5). The bullets do not have to be masterwork to gain this ability. This ability is a property of the bonded pistol; the bullets do not gain a permanent enhancement bonus. This ability has an additional side effect of increasing the weapon's range increment by 5 feet per +1 bonus.

Long Shot (Sp): As a full round action, the 2nd-level or higher gunmage can treat one distant target as if it was two range categories closer than it really is. This can allow a target to be hit that is normally beyond maximum range. This ability is usable by the gunmage once per day per point of Intelligence bonus (or once per week for an Intelligence modifier of +0 or less.)

Bonus Feats: At 4th level and every four gunmage levels thereafter, the gunmage gets a bonus feat. Draw these bonus feats from the following list: Alertness, Armor Proficiency (Medium), Armor Proficiency (Heavy), Combat Reflexes,

Dodge (Mobility), Eschew Materials, Improved Initiative, Lace Spell: Enemy Bane*, Lightning Reflexes, Martial Weapon Proficiency†, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Rapid Reload, Spell Mastery†, and Weapon Focus†.

A gunmage can select feats marked with a dagger (†) more than once, but it must be for a different weapon or set of spells (depending on the feat) each time. The character must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. A feat marked with a single asterisk (*) appears in the *Book of Eldritch Might*. A feat marked with a double asterisk (**) appears in the *Book of Roguish Luck*.

Enspell Bullet (Sp): A 7th-level or higher gunmage can enspell bullets to cause spell effects on their targets. The gunmage can cast a spell which has one or more targets onto a single bullet (using a spell slot as normal), using the nominal casting time for the spell. Initially, area-effect spells are not valid for this ability. The character can then use the enspelled bullet in their bonded pistol to fire at an enemy as an attack action, either as a standard action or part of a full attack action. If the bullet hits, the spell effect triggers on the target. If the spell placed in the bullet has more than one target, the spell only affects the creature hit with the bullet. If the enspelled bullet is not fired within 2 rounds, the charge fades. The target gets a save as normal.

Starting at 11th level, the gunmage can place line or cone shaped area spells into bullets. The spell's area begins in the square of the bullet's target (if the target takes up more than one 5 foot by 5 foot square, use the closest to the gunmage).

Starting at 17th level, the gunmage can place burst or emanation spells into bullets. Burst spells and any spells which can be considered to have a center of effect are considered to have their center at the bullet's target. The DM may rule on the effect of other spells which have non-standard areas.

Trick Shot (Sp): At 14th and again at 19th level, the gunmage can choose one of the following abilities:

Banishing Bullet (Sp): A gunmage with this ability can infuse a bullet with abjorative magic as a part of an attack action. A creature with the (extraplanar) subtype struck by a banishing bullet must succeed at a Will save (DC = 10 + 1/2 gunmage level + Intelligence modifier) or be dismissed back to its home plane. If the creature has spell resistance, the gunmage must succeed at a caster level check to overcome it. This ability is usable once per day.

Name Bullet (Sp): A gunmage that knows the name of another creature can inscribe the creature's name on a bullet in a ceremony that takes one hour and consumes 100 gp worth of materials. If the gunmage successfully damages the creature with the bullet that bears its name, the creature takes an additional 1d6 points of damage per two gunmage levels. If the shot misses, or is used against another creature, the bullet is wasted. The gunmage cannot have more than one name bullet in existence at one time.

Phase Bullet (Sp): Once per day as a full-round action, a gunmage with this ability can fire a single bullet that is partially transferred to another, coterminous plane while in flight. The bullet ignores all cover, armor, and shield bonuses to Armor Class. This ability cannot be combined with Long Shot, Enspell Bullet, or any other Trick Shot ability.

Unraveling Bullet (Sp): Once per day as a free action, a gunmage with this ability can infuse a bullet with discordant magical energies. If the bullet hits its target, any magical protections on the target become subject to a dispelling effect identical to the *greater dispel magic* spell with a caster level equal to the gunmage's level.

Gunmage Spells

0-Level Gunmage Spells (Cantrips):

- Arcane Mark*: Inscribes personal rune (visible or invisible).
- Bouncing Fall*†: Minimizes falling damage.
- Create Equipment*†: Creates one non-magical object for 1d4 rounds.
- Dancing Lights*: Creates torches or other lights.
- Daze*: Humanoid creature of 4 HD or less loses next action.
- Detect Magic*: Detects spells and magic items within 60 feet.
- Devlin's Barb***†: Creates temporary ammunition.
- Flare*: Dazzles one creature (-1 on attack rolls).
- Ghost Sound*: Figment sounds.
- Guidance*: +1 on one attack roll, saving throw, or skill check
- Light*: Object shines like a torch.
- Mending*: Makes minor repairs on an object.
- Message*: Whispered conversation at a distance.
- Open/Close*: Opens or closes small or light things.
- Prestidigitation*: Performs minor tricks.
- Read Magic*: Reads scrolls and spellbooks.
- Resistance*: Subject gains +1 on saving throws.
- Tongue of Angels***†: Speak Celestial.
- Tongue of Fiends***†: Speak Infernal.
- Trinket Charm*†: Distracts creatures with Intelligence scores of 1-4.

1st-Level Gunmage Spells

- Alarm*: Wards an area for 2 hours/level.
- Charm Person*: Makes one person your friend.
- Comprehend Languages*: You understand all written or spoken languages.
- Conjure Clockwork Construct I*: Creates clockwork construct to fight for you.
- Detect Secret Doors*: Reveals hidden doors within 60 feet.
- Disguise Self*: Changes your appearance.
- Endure Elements*: Exist comfortably in hot or cold environments.
- Expeditious Retreat*: Your speed increases by 30 feet.
- Feather Fall*: Objects or creatures fall slowly.
- Hypnotism*: Fascinates 2d4 HD of creatures.
- Identify Device**†: Reveals non-magical device's most basic function.
- Mount*: Summons riding horse for 2 hours/level.
- Private Conversation*†: Allows subjects to speak without being heard.
- Shocking Grasp*: Touch delivers 1d6/level electricity damage (max 5d6).
- Ventriloquism*: Throws voice for 1 min./level.

2nd-Level Gunmage Spells

- Acid Arrow*: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- Cat's Grace*: Subject gains +4 to Dex for 1 min./level.
- Cloak of Darkness*†: Darkness surrounds caster, providing 20% miss chance and +5 to Hide checks.
- Conjure Clockwork Construct II*: Creates clockwork construct to fight for you.
- Daze Monster*: Living creature of 6 HD or less loses next action.

Detect Thoughts: Allows “listening” to surface thoughts.
Fox’s Cunning: Subject gains +4 to Int for 1 min./level.
Gray Spellbreaker†: Cancel or suppress ongoing spells by touching area, creature, or object.
Gust of Wind: Blows away or knocks down smaller creatures.
Identify: Determines properties of magic item.
Levitate: Subject moves up and down at your direction.
*Lock and Load**: Spellcaster reloads firearm with a move action.
*Mark of Air****:* Subject has +2 Dex plus other power.
*Mark of Earth****:* Subject has +2 Str plus other power.
*Mark of Fire****:* Subject has +2 Dex plus other power.
*Mark of Frost****:* Subject has +1 AC plus other power.
*Mark of Water****:* Subject has +2 Con plus other power.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8)
Misdirection: Misleads divinations for one creature or object.
*Precise Vision****:* +5 bonus to Spot and Search.
Roof Runner†: Run safely over sloping surfaces.
See Invisibility: Reveals invisible creatures or objects.
Shadow Jump†: Move between shadows within 100 feet + 10 feet/level.
True Strike: +20 on your next attack roll.
*Undaunted Fixture****:* Affix two objects together.
Web: Fills 20-ft radius spread with sticky cobwebs.

3rd-Level Gunmage Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Conjure Clockwork Construct III: Creates clockwork construct to fight for you.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50% of the time.
Feign Death†: Subject takes half damage from attacks, survives *coup de grace*.
Flame Arrow: Arrows [bullets] deal +1d6 fire damage.
Fly: Subject flies at a speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon’s threat range.
Lightning Bolt: Electricity deals 1d6 damage/level.
One Step Ahead: Subject gains uncanny dodge.
Phantom Steed: Magical horse appears for 1 hour/level.
*Repair Device**: Repairs one broken or disabled device.
Sleet Storm: Hampers vision and movement.
Tiny Hut: Creates shelter for ten creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Gunmage Spells

*Bind Item****:* Object encased in globe of force.
Conjure Clockwork Construct IV: Creates clockwork construct to fight for you.
*Conjure Device**: Summons a device for 1 round/level.
Dimension Door: Teleports you short distance.
Flickering Fate†: +4 to Armor Class, attacks, and saves for one creature.
Freedom of Movement: Subject moves normally despite impediments.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Ice Storm: Hail deals 5d6 damage in a cylinder 40 ft. across.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Locate Creature: Indicates direction to familiar creature.
*Mark of Air, Greater***: Subject can fly at speed 40 and has other power.
*Mark of Earth, Greater***: Subject has damage reduction 10/magic and other power.
*Mark of Fire, Greater***: Subject has resistance to fire 20 and other power.
*Mark of Frost, Greater***: Subject has resistance to cold 20 and other power.
*Mark of Water, Greater***: Subject can breathe water and has other power.
Resilient Sphere: Force globe protects but traps one subject.
Secure Shelter: Creates sturdy cottage.
Shadow Conjuraton: Mimics conjurations below 4th level, but only 20% real.
Thief of Spells†: Ends spell effects on a creature and gives them to you.
Transfer Curse†: Passes a curse effect or cursed item from one character to another.

5th-Level Gunmage Spells

Break Enchantment: Frees subject from enchantments, alterations, curses, and petrification.
Cone of Cold: 1d6/level cold damage.
Conjure Clockwork Construct V: Creates clockwork construct to fight for you.
*Cross of Lightning***: Four lightning bolts inflict 1d6 points of damage/level (15d6 max.)
*Explosive Shot**: Firearm inflicts damage in a 10-foot spread.
Mage's Faithful Hound: Phantom dog can guard, attack.
Mislead: Turns you invisible and creates illusory double.
Passwall: Creates passage through wood or stone wall.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
Sending: Delivers short message, anywhere.
Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

6th-Level Gunmage Spells

Animate Objects: Objects attack your foes.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Conjure Clockwork Construct VI: Creates clockwork construct to fight for you.
Dispel Magic, Greater: As *dispel magic*, but +20 on check.
Eyebite: Target becomes panicked, sickened, and comatose.
*Electrical Deluge***: Inflicts 1d6 points of electricity damage/level (15d6 max.) out 100 feet away.
Find the Path: Shows most direct way to a location.
Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.
*Heartseeking Shot**: Firearm ignores armor and inflicts criticals.
Project Image: Illusory double can talk and cast spells.
Wall of Iron: 30 hp/four levels; can topple onto foes.

*Indicates spell from *Chaositech* or *Harnessing the Natural Laws: Technology In Your Game* by Monte Cook

**Indicates spell from the *Book of Eldritch Might*.

†Indicates spell from the *Book of Roguish Luck*.

Table 1-1: The Gunmage

Level	Base Attack	Fort	Ref.	Will	Special	Spells Per Day						
						0	1	2	3	4	5	6
1st	+0	+0	+2	+0	Bonded Pistol, Arcane Bullets +1	2	-	-	-	-	-	-
2nd	+1	+0	+3	+0	Long Shot	3	0	-	-	-	-	-
3rd	+2	+1	+3	+1	--	3	1	-	-	-	-	-
4th	+3	+1	+4	+1	Bonus feat	3	2	-	-	-	-	-
5th	+3	+1	+4	+1	Arcane Bullets +2	4	2	0	-	-	-	-
6th	+4	+2	+5	+2	--	4	3	1	-	-	-	-
7th	+5	+2	+5	+2	Enspell Bullet	4	3	2	-	-	-	-
8th	+6/+1	+2	+6	+2	Bonus feat	4	3	2	0	-	-	-
9th	+6/+1	+3	+6	+3	--	4	4	3	1	-	-	-
10th	+7/+2	+3	+7	+3	Arcane Bullets +3	4	4	3	2	-	-	-
11th	+8/+3	+3	+7	+3	Enspell Bullet (line or cone)	4	4	3	2	0	-	-
12th	+9/+4	+4	+8	+4	Bonus feat	4	4	4	3	1	-	-
13th	+9/+4	+4	+8	+4	--	4	4	4	3	2	-	-
14th	+10/+5	+4	+9	+4	Trick shot	4	4	4	3	2	0	-
15th	+11/+6/+1	+5	+9	+5	Arcane Bullets +4	4	4	4	4	3	1	-
16th	+12/+7/+2	+5	+10	+5	Bonus feat	4	4	4	4	3	2	-
17th	+12/+7/+2	+5	+10	+5	Enspell Bullet (burst or emanation)	4	4	4	4	3	2	0
18th	+13/+8/+3	+6	+11	+6	--	4	4	4	4	4	3	1
19th	+14/+9/+4	+6	+11	+6	Trick shot	4	4	4	4	4	3	2
20th	+15/+10/+5	+6	+12	+6	Bonus feat, Arcane Bullets +5	4	4	4	4	4	3	2