

TRIGGERMAN

Whether a paid sniper for some enforcement agency or a slick suited hitman working for an underworld family, the Triggerman is the final word in any situation. Working by wits and treachery every bit as much as by guns, a Triggerman needs to be good at a lot of skills just to get by, or to survive an encounter with another Triggerman.

Requirements

Base attack bonus: +2

Skills: Disguise 6 ranks, Intimidate 6 ranks

Feats: Personal Firearms Proficiency.

Action points

The triggerman gets 6 action points + ½ his level, rounded down.

Hit Dice: d8

Skill points: 7+Int modifier

Skills: Bluff, Climb, Concentration, Disguise, Drive, Gather Information, Hide, Intimidate, Knowledge (Streetwise, Tactics), Listen, Move Silently, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Survival

Abilities:

Level	BAB	Fort.	Ref.	Will	Special	Def.	Reputation
1 st	+0	+0	+2	+1	Weapon Focus	+1	+0
2 nd	+1	+0	+3	+2	Weapon Specialization	+1	+0
3 rd	+2	+1	+3	+2	Bonus Feat	+2	+1
4 th	+3	+1	+4	+2	Underworld Contacts (+1), Multiple Identities	+2	+1
5 th	+3	+1	+4	+3	Kill Shot	+3	+1
6 th	+4	+2	+5	+3	Bonus Feat	+3	+2
7 th	+5	+2	+5	+4	Leading Shot	+4	+2
8 th	+6	+2	+6	+4	Underworld Contacts (+2)	+4	+2
9 th	+6	+3	+6	+4	Bonus Feat	+5	+3
10 th	+7	+3	+7	+5	Head Shot	+5	+3

Weapon Focus

At 1st level, the Triggerman chooses weapon focus for a particular firearm.

Weapon Specialization

Beginning at 2nd level, the Triggerman gains the benefits of Weapon Specialization for the chosen firearm.

Bonus Feats

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

Advanced Firearms Proficiency, Armor Proficiency (light) Burst Fire, Dead Aim, Deceptive, Double Tap, Far Shot, Quick Draw, Quick Reload, Shot on the Run

Underworld Contacts

The Triggerman gains the ability through contacts in the underworld to obtain "restricted" items. Because of his connections, and favor's he's garnered in his career, he can acquire them at a black market wholesale. Beginning at 4th level, the Triggerman can lower the bonus to a purchase DC from restriction by 1. At 8th level, this lowers by two, but never below zero.

Multiple Identities

The necessity of an assassin to operate under the radar and without detection makes it necessary to be able to assume multiple personas. The Triggerman gains a +2 to Bluff checks and Disguise checks. These stack with the Deceptive feat.

Kill Shot

The Triggerman may increase the critical threat range of his specialized by one.

Leading Shot

The Triggerman may add his intelligence bonus to all ranged attacks with his specialized weapon. This is in addition to the usual dexterity bonus.

Head Shot

The Triggerman may increase the critical threat multiplier of his specialized weapon by one.