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Update: February 11, 2019. If you want to help with Pathfinder player options not covered here, please email me and I am happy to provide additional assistance. RPSBOT uses a color coding scheme that has become common among Pathfinder build guides. Also note that many colored items also refer to Paizo SRD. Red: Bad, useless options, or options that are extremely situational. Orange: OK options, or useful options that only apply in rare cases of Green: Good options. Blue: Fantastic options are often needed to feature your character. The introduction of Gunslinger is a striker, simple and simple. If your favorite trick is to use a gun on a person, Gunslinger is for you. With a bit of optimization Gunslinger is easy to play and produces a reliable flow of damage against almost any enemy. Be sure to read my practical guide to firearms for a general guide to the choice and use of firearms. Gunslinger Class Features Hit Points: d10 hit points a lot, especially because gunslingers almost exclusively varied combatants. Basic Attack Bonus: Full BAB. Saves: Good resilience and reflex saves, and with enough Wisdom to power Grit Pool, and Gunslinger saves very well. Skills: only light armor, but access to combat weapons. Oh, and a firearm. Don't forget them. Skills: 4 skills ranks, but Gunslinger's skill list contains very few options that work for Gunslinger. Gunsmith: Gunsmithing allows you to support you with weapons, craft new ones, and craft your own ammunition. Getting a free pistol on the first level saves you a whole bunch of money, and being able to upgrade it for 300 GP saves you the cost of buying or developing a new one when you're ready to upgrade to a masterpiece. Grit (Ex): Grit fuels gunlinger affairs, but it's a very limited pool. You can recover the sand with critical hits (very hard) or with killing punches (much less difficult), but you still want to use Grit sparingly. Case: Gunslinger cases offer numerous tactical options for gunlinger. See My Gunslinger Case Breakdown for more help with Gunslinger Case. Agile (Ex): A good Dodge bonus to air conditioning will help to make your score in the Gunslinger restriction on medium armor, and is especially useful against other firearms. You can supplement this by battling in defense, using combat expertise, and with Halfling's favored bonus class. Bonus exploits: Gunslinger gets twice as much as a fighter, but that's down to a great source of extra feats. Gun Training (Ex): It's a huge boost to the detriment of the output. True Grit Many cases cost a point of sand to do something amazing, and being able to perform these cases for free every round can make Gunslinger significantly more effective. Dexterity's ability defines Gunslinger, but a little wisdom is essential for Gunslinger's Pool. Str: Landfill to 7. Dex: Dexterity is everything for Hanslinger. Con: More hit points are always welcome, but Gunslinger already gets d10 hit points and good fortitude saves. Int: The list of shooter skills is pretty bad and they already get 4 skill ranks. Wis: Crucial for Grit Pool and Gunslinger Poor will be saves. Cha: Landfill to 7. 25 Point Buy 20 Point Buy 15 Point Buy Elite Array Str: 7 Dex: 18 Con: 14 Int: 11 Wis: 16 Cha: 7 Str: 7 Dex: 18 Con: 14 Int: 10 Wis: 14 Cha: 7 Str: 8 Dex: 15 Con: 13 Int: 12 Wis: 14 Cha: 10 Racing Dexterity bonuses are crucial And the small size is very useful. Dwarf: Despite the lack of bonus to Dexterity, Dwarf has some great defensive ability, and the dwarf-favored bonus class reduces pesky misfires. Elf: The bonus to Dexterity is great, but the elf is much better as a charmer. Alternative racial features do very little to improve this. Gnome: Despite its small size, Gnome is nothing interesting for Gunslinger. Half-Elf: Flexible ability bonus, and lots of options with alternative racial features. The Half-Elf favored bonus class provides additional Grit points to Gunslinger's ability. Half-Orc: Like Half-Elf, the semi-elf-favored bonus-mile class is better than anything Half-Orc has to offer. Halfling: Dexterity bonus and small size make Halfling very accurate and effective. Halfling's favoured bonus class provides an excellent Dodge bonus to ac, despite being limited to a total bonus of 2 pounds. Man: Flexible ability bonus, bonus feat, and a man-favored bonus class adds to Gunslinger's Grit Pool. Because firearms are solved as touch attacks most of the time, it can often be easy to fight defensively, and 5 rows in acrobatics will help you and an extra No.1 to AC. Bluff (Cha): Charisma is a dump stat for Gunslinger, and they don't get all the social skills to justify trying to be a person. Climbing (Str): Too situational. Craft (Str): You need at least a rank to create ammunition, and it's a good idea to create your own ammunition because it costs a significant amount of money to buy. Animal Pen (Cha): Gunslinger doesn't care about animals. Healing (Wis): Healing is a great addition to magical healing, and having a little wisdom to fuel Gunlinger's Grit Pool Healing can be very rewarding. Intimidate (Cha): Charisma dumps a stat for Gunslinger, and they don't get all the social skills to justify trying to be a person. Int: Situation. Knowledge (local) (Int): Great for identifying humanoid and story points in many campaigns. Perception (Wis): The most rolled skill in the game. Ride (Dex): Gunslinger doesn't care about animals. Hand sleight of hand (Dex): Too too Survival (Wis): Situational. Swim (Str): Too situational. Deadly Goal exploits: Trading some bonus attack for damage is great, since the kick is so easy for the gunlinger. It doesn't usually work with sensor attacks, but Ultimate Equipments rules early firearms states this type of attack is not considered a touch attack for targets of exploits and abilities such as Deadly Target. Clever shootist: The premise is stupid, and it's only useful for the weird melee gunslingers. Extra Grit: You'll get a better return with a favored bonus class that provides an extra Grit, but if it's not an option two grit items will have a great time. Jumping Shot: Mostly shot on the go. No name: Buy a hat disguised as a Ricochet Shot Deed: Situational, but spending sand points to ignore the cover and concealment can be very helpful. Secret Stash Deed: This can be useful if you want to use special types of ammunition, but the sand worth very much outweighs the cost of buying a few extra pieces of ammunition that you may not need. Signature Case: Absolutely amazing. Orientation and bleeding wounds are both excellent choices. Two Weapons Fight: Two Weapons Fighting is hard for a Gunslinger without a class plunge into an alchemist or a witch because you can't recharge with a free hand. You can probably get away with two combat weapons without a feat because it's so easy to get caught with a gun. Point-Blank Shot: Not much fun, but a prerequisite for some very important feats. Far Shot: Reducing the penalty range is nice, but you still can't make touch attacks outside the first increments range. Accurate shot: Absolutely necessary if you have allies who go into close combat. Cluster Shots: A fantastic way to handle DR. Improved accurate shot: makes it much easier to hit enemies, especially those with a cover-up or melee with your allies. Point targeting: You can do this simply by using a gun. Shot in the run: Very rarely useful. Fast Shot: More bullets means more damage. Manyshot: Doesn't work with guns. Guns See My Practical Guide to Firearms for Help in Choosing Firearms. Armor is presented in the order in which you must purchase it, not in alphabetical order. Herd skin: your starting point. This should continue at early levels. Don't worry about raising because you're going to get a Mithral Shirt pretty quickly. Buckler: I don't know why more people don't use buckles. Master-work buckle 165gp, has no armor check fine, and does not prevent you from using your hand. Your hand will be empty anyway (if using two pistols, in which case -1 for attacks is almost certainly worth the AC bonus), and You need all the AC you can get. When you start to have enough gold to enhance your armor, boost your buckle first because it doesn't have the maximum bonus of agility and you won't need to trade up. Mithral Shirt: Mithral Mithral will be your best bet for AC until your Dexterity bonus reaches 10 pounds, which will be an extremely high level. Haramaki: If you don't have heavy armor and Dexterity modifier suit up to 4 pounds, this can improve your air conditioner more than the Dasher Arrow. However, if you need air conditioning, there are many more cost-effective ways to do this, like ioun stones or ring protection. Instead, increase it to No.1 and start adding secondary enhancements such as energy resistance. Magic Items Weapons Distance (No.1): Firearms are most effective within their first increments range, so doubling their increments range doubles the distance at which you are most effective. This is especially important for gun users. Lucky (No.1): 1 extra point of sand per day. Okay, but I don't know if it's worth it. Luckily, Great (No.3): By the time you can afford this you should be good enough on recharging your sand that the No.3 upgrade bonus for a larger pool doesn't sound appealing. A nimble shot (No.4): Absolutely not worth a bonus of 4 pounds. Pistol Infinite Sky (73,300): Expensive, but it's hard to complain about endless ammunition without the need to recharge and without a misfire chance. Reliable (No.1): If misfires are really a problem for you it may be worth it, but you'll probably be fine without it. Reliable, Big (No. 3): If you're really having such a big problem with misfires you need to look for a less expensive solution. Armor/Shields Celestial Armor (22 400 gp): If you don't have heavy armor and Dexterity modifier no more than 5 pounds, Celestial Armor is the best armor in the game, if all you need from your armor is air conditioning. For more information, check out my practical guide to celestial armor. Gunman's Duster: Although technically non-armor, Gunman's Duster provides a bonus of 4 pounds without the maximum agility bonus plus a ton of other amazing things such as an extra grit point at the beginning of each day. The rag takes up a body slot, so you can still wear armor with it if you have a good reason for doing so. Rings Dodging: Excellent at a high level, especially since you have a lot of Dexterity to back it up. Grit Mastery: You can't get the sand back, and the ability that you can use it for bad. Defense: No.1 is an inexpensive boost for AC, and AC bonuses against firearms are essential in campaigns where they are allowed. Sustainability: Remove pesky status conditions, such as blindness, through the power of being cool, and own that ring. Wonderful subjects belt incredible dexterity: The Cloak of Resistance: It's too important to give up. Gunman's Duster: See armour, above. Constant Spells Reduce Man: Bonus Agility and Size Bonus to Attack is Fantastic. Losing a bit of strength will most likely never matter to you, and reducing the weapon to die the size of your weapon is negated by the Dexterity bonus once you get to add Dexterity to your damage thanks to Gun Training. Multi-class and prestigious classes Two levels can get you an extra hand opening, which is just as good as Prehensile hair, but takes an extra level. Witch: One level of witch and prehensile hair hex gives you the extra hand you need to recharge the weapon, meaning that you can use two weapons fighting pistols effectively. You want to make as many attacks as possible to fish for critical hits to fill your sand pool, so more attacks are always better. Oh, and you can almost double your damage output. Output. infix pdf editor pro. infix.pdf.editor.pro.7.4.1.rar: infix pdf editor pro crack. infix pro pdf editor free download. infix pro pdf editor + crack.zip. infix.pdf.editor.pro.7.4.1.rar download. iceni technology infix pdf editor pro. infix pdf editor pro 7.4.4

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