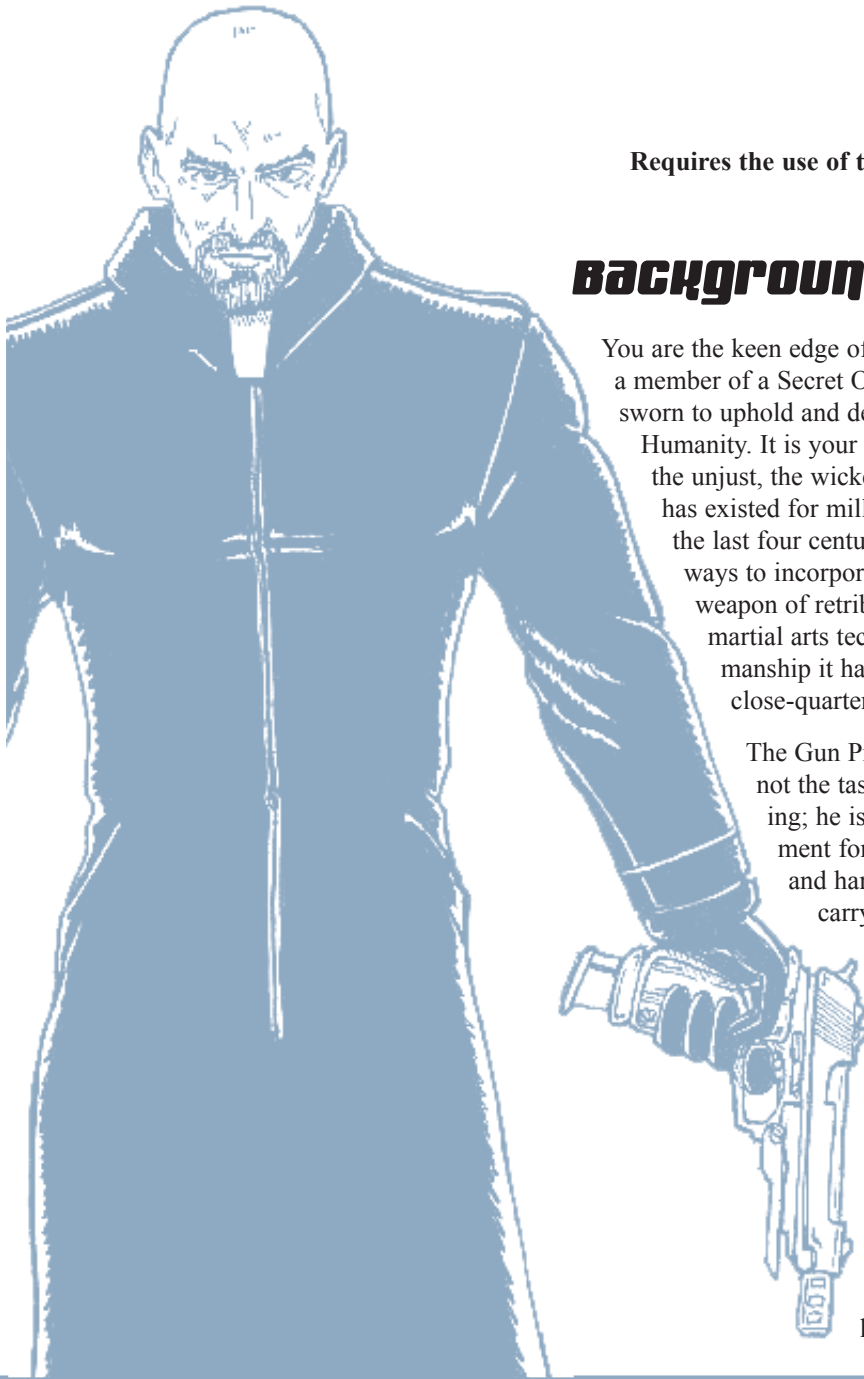




LPJ9975



DEVIL'S WORKSHOP



GUN PRIEST

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

Background:

You are the keen edge of the holy sword of justice; a member of a Secret Order of monastic warriors sworn to uphold and defend the sacred Law of Humanity. It is your task to seek out and punish the unjust, the wicked, and the evil. Your sect has existed for millennia, but has evolved in the last four centuries to adapt its warlike ways to incorporate the gun as its chosen weapon of retribution. By fusing ancient martial arts techniques with deadly marksmanship it has developed an unmatched close-quarters fighting style.

The Gun Priest is a holy warrior. His is not the task of teaching and counseling; he is the embodiment of punishment for those who violate the Law and harm the innocent. In order to carry out his sacred task, the Gun Priest leaves his former life behind, eschewing worldly things in order to focus on the purity and perfection of his own soul; for, as goes the soul, so goes the body. When he has attained a certain level of spiritual enlightenment and physical skill, he takes an oath of devotion and begins his holy work. For the rest of

his life, he will walk a narrow path, strewn with violence and bloodshed, in pursuit of perfection.

Profile of a Gun Priest:

Paul was bleeding like a stuck pig when the nuns had found him.

He'd been hired by an anonymous client to assassinate a Ukrainian dignitary on vacation in Monte Carlo. He didn't normally take jobs from anonymous clients, but this time, the money had been too good to turn down. Because of that, he'd had his suspicions that it was some government agency brokering the hit, and not an incensed individual. That hunch should have been his first warning.

The second clue that this was more than it appeared was the mark's dossier. The target, Maxim Prokopenko had been KGB before the fall of the old Soviet Union. That meant that he, and his retinue of bodyguards would be trained professionals, and respond quickly as soon as Paul made his play.

They did. He'd had to get closer than usual to get a good shot on Prokopenko; the man was wary even while "relaxing" at the casinos. When Paul took his shot, Prokopenko went down, but his men acted quickly and decisively. The assassin didn't remember the details of the ensuing running gun battle; all he knew was that he was hit at least twice, and that he'd run through all of the spare magazines for his twin Beretta 93Rs before they stopped chasing him. He'd managed to lose them by slipping into an ancient cemetery adjacent to an old



cathedral. He'd made it almost to the alter before collapsing from the loss of blood.

That was over two years ago. The nuns had tended to his wounds and kept him safe and secret for almost two months before turning him over to Brother John. The hulking monk had become Paul's mentor and guide into his new life. The former-assassin still couldn't remember the details of his spiritual enlightenment and ensuing conversion; he could only assume that because he was spared from dying of his wounds, he was meant to atone for his life of murder and greed.

Fortunately, that old life had given him the basic skills and instincts that he would need in his new one in The Order.

Requirements

To qualify to become a Gun Priest, a character must fulfill the following criteria:

Base Attack Bonus: +5

Skills: Sleight of Hand 10 ranks, Spot 10 ranks, Tumble 10 ranks.

Feats: Combat Martial Arts, Personal Firearms Proficiency, and Weapon Focus (*any handgun*).

Special: Additionally, the character must have the Close Combat Shot class ability.

Class Information

Hit Die: 1d10

Action Points: 7 + one-half character level, rounded down, every time the Gun Priest attains a new level in this class.

Class Skills

The Gun Priest's class skills (*and the key ability for each skill*) are: Bluff (*Cha*), Computer Use (*Int*), Drive (*Dex*), Escape Artist (*Dex*), Gather

Information (*Cha*), Intimidate (*Cha*), Knowledge (*Religion*) (*Int*), Knowledge (*Current Events*) (*Int*), Knowledge (*Streetwise*) (*Int*), Listen (*Wis*), Profession (*Wis*), Read/Write Language (*none*), Research (*Int*), Search (*Int*), Sense Motive (*Wis*), Sleight of Hand (*Dex*), Speak Language (*none*), Spot (*Wis*), Tumble (*Dex*).

Skill Points at Each Level: 7 + Intelligence Modifier.

Class Features

The following features pertain to the Gun Priest prestige class:

Maximum Defense / Maximum Offense: At 1st Level, the Gun Priest has mastered the basic training techniques of how to be most effective in a gun battle; specifically how not to get hit, and how to stay accurate under fire. From this time on, whenever the Priest is involved in any combat where firearms are

being used, he is able to add his Class Level to his Defense and to all of his firearm attack rolls. The Priest loses this ability if he is flat-footed, or otherwise unable to apply his Dexterity Modifier to his Defense score.

Bonus Feats: At 2nd, 4th, 6th, and 8th Levels, the Gun Priest's training grants him a bonus feat. The bonus feat must be selected from the following list, and the character must meet all prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Advanced Firearm Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Combat Expertise, Combat Reflexes, Dead Aim, Double Tap, Elusive Target, Improved Disarm, Improved Two-Weapon Fighting, Quick Draw, Quick Reload, and Strafe.

Custom Weapon: At 2nd Level, the Priest receives a customization to his preferred firearm. At 6th, and 8th Levels, he gains additional modifications to this same weapon. These features are added to a single

GUN PRIEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Maximum Defense / Maximum Offense	+1	+0
2nd	+1	+0	+2	+2	Bonus Feat, Custom Weapon	+1	+0
3rd	+2	+1	+2	+2	Intuition	+1	+1
4th	+3	+1	+2	+2	Bonus Feat, Supreme Mobility	+2	+1
5th	+3	+1	+3	+3	Maelstrom Attack	+2	+1
6th	+4	+2	+3	+3	Bonus Feat, Custom Weapon	+3	+2
7th	+5	+2	+4	+4	Improved Intuition	+3	+2
8th	+6/+1	+2	+4	+4	Bonus Feat, Custom Weapon	+4	+2
9th	+6/+1	+3	+4	+4	Purity of Mind and Body	+4	+3
10th	+7/+2	+3	+5	+5	Improved Maelstrom Attack, Intuitive Weapon	+5	+3

There are only 10 levels to this class

Customized Feature	Effect	Purchase DC / Restriction
Increased Capacity	Magazine capacity is increased 150%.	+1 to weapon / Res (+1)
Recoil Suppressor	+2 Bonus to Burst-Fire and Double-Tap attacks.	+1 to weapon / --
Reinforced Buttplate	Pistol Whip Damage +1d4.	+1 to weapon / --
Autofire/Selective Fire	Semi-automatic weapon can now function as full-auto.	+2 to weapon / Res (+2)
Extended Range	Range Increments increased by ½ .	+2 to weapon / --
Improved Concealment	+5 Bonus on Hide and Sleight of Hand checks to conceal weapon.	+2 to weapon / Res (+3)
Fast Reloader	As the feat, Quick Reload.	+2 to weapon / Res (+1)
Fast Draw	As the feat, Quick Draw.	+2 to weapon / Res (+2)
Custom Ammunition	Weapon's threat range is doubled.	+3 to ammunition / Res (+3)

weapon by The Order. In the case where a Priest uses twin handguns, the character pays for the modifications to the second weapon. Consult the chart below for modification options and their effects:

Intuition: By 3rd Level, the Gun Priest's meditative focus and training have given him an insight into the world around him, making him more perceptive than most. This ability bestows a +3 bonus on all Listen, Search, Sense Motive, and Spot skill checks.

Supreme Mobility: By 4th Level, the Gun Priest has mastered a fluidity of motion that makes him very difficult to draw a bead on in combat. This ability bestows a +5 dodge bonus to the Priest's Defense against attacks of opportunity provoked by moving into, out of, or through a threatened area. Any condition that causes the character to lose his Dex bonus to Defense also causes the loss of this ability. If the Priest already has the Mobility feat, this ability stacks with it.

Maelstrom Attack: At 5th Level, the Gun Priest has learned how to deliver the most formidable of close-quarter firearm attacks. For each personal firearm wielded by the Gun Priest, he may make a single attack roll, using his highest base attack bonus, against all targets within a 180-degree line-of-sight firing-arc (*two weapons can have overlapping firing arcs*). This is a full-round attack action, requiring that the character not take more than a 5-foot step in the same round. Also, the weapon(s) must have at least one more bullet in the magazine(s) than there are targets within the designated firing arc(s) for this

maneuver to be attempted. The rules for using two weapons still apply, as do penalties for range.

Improved Intuition: At 7th Level, the Gun Priest's spiritual attunement has reached the level that he is able to see things that no one else can see, do things that no one else can do; especially in combat. This useful ability allows the Gun Priest to add his Wisdom modifier as a competence bonus to all surprise and initiative rolls.

Bullseye: Also at 7th Level, the Gun Priest achieves an unparalleled level of lethality with personal firearms. Once per round, on a successful firearms attack, before rolling damage the Priest may spend an Action Point to deal +3d6 points of extra damage. When used with a Maelstrom Attack, or Burst Fire or Strafe, this extra damage may be divided up evenly amongst all hit targets; odd damage is lost. For example, a Gun Priest hits four of five enemy gunmen with a Maelstrom Attack; he then chooses to spend an Action Point to use the Bullseye ability. The extra damage roll results in a total of 17; this is then divided evenly between the four gunmen that were hit, inflicting an additional 4 points of damage to each ($17 / 4 = 4 R1$) with the seventeenth point being ignored.

Purity of Mind and Body: At 9th Level, the Gun Priest has become so attuned with his body and his surroundings, that he is able to draw upon his inner spiritual nature to fuel his physical endeavors. This extraordinary ability allows the character to add his Wisdom modifier as a competence bonus on all rolls

that use any of the physical Abilities (*Strength, Dexterity, Constitution*). This includes skill checks and saving throws, but does not add to rolls that are already affected by the Improved Intuition class ability.

Improved Maelstrom Attack: At 10th Level, the Gun Priest has achieved the pinnacle of his abilities, combining spiritual attunement, physical training, and instinctive skill to become the ultimate weapon in close-quarter combat. He is now able to make a Maelstrom Attack (see above) as a standard attack action.

Intuitive Weapon: Also at 10th Level, the Gun Priest's insight allows him to strike his opponents where he will cause the most damage. This extraordinary ability allows the Priest to use his Wisdom modifier as the damage multiplier on all critical hits made using personal firearms, rather than the weapon's listed multiplier. For example, a Gun Priest of 10th Level and with a Wisdom modifier of +4 would cause a critical hit from a handgun to do four-times the rolled damage, as opposed to the standard double damage.

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