

## Bushwacker

*The bushwacker specializes in the art of the ambush. For him, gunplay works best when it comes from a concealed position and is directed against a target that falls with the very first volley and is dead before the smoke clears.*

The bushwacker is an archetype of the gunner class, available only to kobold gunners.

**Trembling Grit (Ex):** At 1st level, at the start of each day, a bushwacker gains grit points equal to his Intelligence modifier – 1 (minimum of 1). In addition to all the ways any gunner can regain grit, a bushwacker who reduces a helpless or unaware opponent (who is at least half his level) to 0 hit points or fewer also regains 1 grit point. This expands the way in which the bushwacker gains grit points, so a bushwacker who gains grit points in this way only gains 1 grit point for reducing a helpless or unaware opponent, not 2 grit points.

This otherwise works like the gunner's grit ability and alters that ability.

**Craven Deeds (Ex):** A bushwacker replaces some of her deeds with the following deeds.

*Shifty Shot (Ex):* At 3rd level, a bushwacker with at least 1 grit point deals 1d6 points of extra damage when using his firearm to attack opponents denied their Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). Except for the requirement that he must use a firearm and must have at least 1 grit point to use it, this deed otherwise works identically to a thief's sneak attack class feature (including the requirement that he must be within 30 feet of his target to deal this extra damage), and stacks with the sneak shot ability (see below) and sneak attack.

This deed replaces utility shot deed.

*Long Range Shifty Shot (Ex):* At 7th level, a bushwacker can double the range at which he deals extra damage from a sneak attack or shifty shot (from 30 feet to 60 feet) with a firearm by spending 1 grit point. When he spends this grit point, he must still have at least 1 grit point left to deal extra damage from shifty shot if he is using this deed.

This deed replaces targeting deed.

**Sneak Shot (Ex):** At 4th level and every four gunner levels thereafter, a bushwacker deals 1d6 points of extra damage when using a firearm to attack opponents who are unable to properly defend themselves. Unlike with the shifty shot ability, he deals this extra damage regardless of whether or not he has any grit points when making the attack. Except for the requirement that he makes a firearm attack, this works identically to a thief's sneak attack class feature. This extra damage stacks with sneak attack and the damage from shifty shot.

This ability replaces gun training the gunner gains at 4th, 8th, 12th, 16th, and 20th level.