

SNAREBITES

➤ RIFLEMAN ◀

The sniper and the buffalo hunter may be satisfied with sitting still and taking a deliberate shot at an unsuspecting target from long range, but not the Rifleman. Having experienced the vagaries of war (such as the sudden wild charge of cavalry or the nighttime sneak attack of bushwhackers), the Rifleman knows that what once was a battle of distance can suddenly be up close and personal, and the weapon good for dealing death from afar can quickly become a hindrance spelling the wielder's doom. Rather than give up the weapon he loves, by necessity the Rifleman has learned how to use his longarm to pump lead quickly and accurately into any enemy, whether close up or far away.

Becoming so skilled at wielding his favorite longarm, the Rifleman makes every move with such flair and flamboyance that it elicits awe and wonder from onlookers, and more than a little trepidation from enemies. The marksman who wants to become famous as a great Rifleman knows that his reputation must extend as far as the eye can shoot. Therefore, he practices night and day with his chosen longarm, until he can fire it with style and elan at any target, at any range. Rapid-fire speed, pinpoint accuracy, and the ability to wield his normally long range weapon with equal skill at close quarters, is the unique brand of the Rifleman.

The Rifleman can't be satisfied with just taking a few pot shots at long range, he is trained to pump a barrel full of lead into his enemies, near and far. More important than volume and range, however, is style. He learns to wield his favorite longarm with flair and

flamboyance. A marksman who strives to become a famous Rifleman wants his reputation to extend as far as the eye can shoot, so he practices night and day with his chosen longarm, until he can fire it with style and elan at any range. Rapid fire speed, pinpoint accuracy and the ability to wield his long range weapon in close quarters are the unique brand of the Rifleman.

Requirements

To qualify to become a Rifleman, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Sleight of Hand 3 ranks.

Feats: Far Shot, Gunplay, Personal Firearms Proficiency.

Rifleman Vitals

The following information pertains to the Rifleman advanced class.

Hit Die: A Rifleman gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points: A Rifleman gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills: The Rifleman's class skills are as follows: Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, tactics) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Rifleman advanced class.

Powder Burns

At 1st level a Rifleman becomes quite adept at firing a longarm in close combat.

Table: The Rifleman

Level	BAB	Fort	Ref	Will	Features	Defense	Reputation
1st	+0	+1	+1	+0	Powder Burns	+1	+0
2nd	+1	+2	+2	+0	Weapon Focus	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Steel Grip	+2	+0
5th	+3	+3	+3	+1	Clear Line	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Rifle Spin	+4	+1
8th	+6	+4	+4	+2	Dead Eye	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Improved Steel Grip	+5	+2

SIDEWINDER: RECOILED



The Rifleman does not provoke attacks of opportunity for firing a longarm in melee, nor does the Rifleman suffer from the -4 penalty to attack rolls against adjacent opponents when firing a longarm.

Weapon Focus

At 2nd level, a Rifleman gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Rifleman chooses a specific long arm such as a Henry 61 or a Winchester 73 that hasn't already been selected through the Weapon Focus feat. The Rifleman adds +1 to all attack rolls made using the selected weapon.

Bonus Feats

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

Adept Loading, Advanced Two-Weapon Fighting, Blind-Fight, Dead Aim, Dodge, Improved Dead Aim, Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Quick Reload, Shot on the Run, Sidestep, Two-Weapon Fighting and Weapon Focus.

Steel Grip

The Rifleman has a strong grip and is able to wield a weapon in one hand that is larger than the normal man can manage. A Rifleman of 4th level can wield any longarm with which he possesses Weapon Focus



"I'll never forget that day. These two soldiers from back east—Pennsylvania to be exact—came into a Black Hills saloon and showed everyone present what a trained sharpshooter could do. They didn't look like mountain men or buffalo hunters, despite the fact that they carried two Henry repeaters each. The bigger of the two had both of his strung across his back; while the other, a little squinty-eyed fellow, always kept one of them repeaters in his right hand and a shortened one on his back. They looked like they might feel right naked without their Rifles.

Someone said these two Rifleman were called the Bucktail Brothers. They didn't look like brothers. I always figured they were more like partners in crime, so to speak. Speaking of speaking, these men didn't say much, but the squinty-eyed one always seemed to make people nervous, no matter where those two stopped for rest and vittles. The way he tended to hold the butt of that Henry against his hip as he sat and drank whiskey with his free hand just made people like to hate him or fear him.

Well, sure enough, that day in them Black Hills a young fool—who came into town while guarding the stage—got a little edgy sittin' near the Bucktails. He took that little Bucktail's posture a bit personal. That is, the young man said, in a whisper that would have made a New York actor proud, that he didn't like being stared at by another man, especially one holdin' a gun. That Bucktail kept right on starin'. Seen as that didn't get no rise out of them, that durned fool, with more whisky-courage than common sense, marched right up to the Riflemen's table, leaning over close to an arm's length. He didn't know it then, but he crossed the line when he opened his mouth.

"You must be stupid anyway," he said, "thinking you can use that rifle in a little hole in the wall like this."

That Bucktail swiveled, aimed and fired that right hand rifle out from under the table before anyone even breathed. The young man grabbed his leg and then evacuated himself as the barrel of the second rifle, in the now standing Bucktail's left hand, pressed against his temple. The fool fell to the floor, gasping and holding his bleeding thigh. As the brothers calmly backed out the saloon, the bigger one tossed a double eagle onto the bar and yelled, "Some of that money's for the Doc who has to treat that idiot."

(via the class feature or feat) in one hand as though it was a medium-sized weapon. However, when doing so the Rifleman receives a -2 penalty to all attack rolls. If the Rifleman fights with a weapon in each hand, the weapon in his off hand must be small or tiny and all normal penalties and restrictions for fighting with two weapons apply.

SIDEWINDER: RECOILED

Clear Line

Riflemen are masterful at placing their shots. At 5th level, if the Rifleman uses a longarm to attack a target protected by one-quarter or better cover, the Rifleman receives a +2 bonus to his attack roll.

Rifle Spin

At 7th level the Rifleman has become so adept and lightning fast at performing the rifle spin maneuver (see the feat Gunplay in Chapter 4) that he can always take 10 as a free action. Lever-action rifles usually need two hands to cock as a free action.

Dead Eye

Anytime the Rifleman inflicts a critical hit with a longarm with which he has Weapon Focus (via the feat or class ability), he can spend an action point to do an additional die of damage in addition to any extra dice for the critical hit.

Improved Steel Grip

A Rifleman of 10th level has perfected firing his longarm in one hand to such a degree that he can now wield a longarm in each hand as if they were medium-sized weapons. This ability may only be used with longarms that the Rifleman has selected with Weapon Focus from either the class feature or the feat. When using improved steel grip, all of the Rifleman's attack rolls receive a -4 penalty in addition to the normal penalties for fighting with two weapons.

Product Identity: This document contains no product identity; all content is open game content.

OPEN GAME LICENSE Version 1.0a

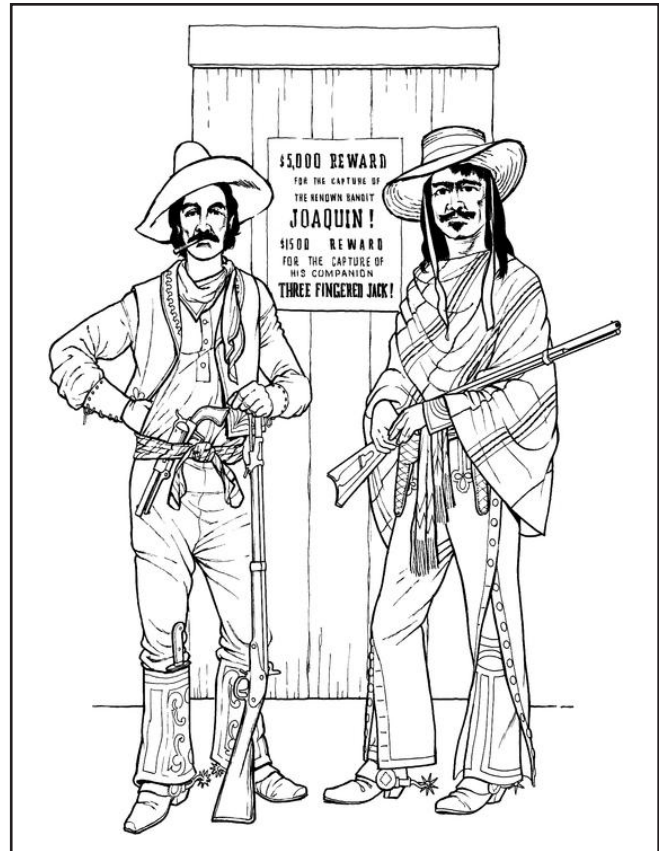
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this



License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
Sidewinder: Recoiled Copyright © 2003 by Dog House Rules.