

The Spell Sniper

The spell sniper is the epiphany of every tinker who wished to have “more bang for their buck” when using firearms. Or the good idea of a sorcerer or wizard who wishes to augment his already formidable arsenal of weaponry with the inherent magic of technology. They combine their mastery of magical energies with firearms to devastating affect to their enemies. Bloodelves and High Elves tend to gravitate toward this class as it gives them an extreme outlet for revenge and a source of rarely tapped power. Goblins and dwarves sometimes take this class as a way to help produce bigger and better guns or as a way to combine their curiosity with guns with their skill in the arcane. This class favors almost any combination of the fighter, tinker and Sorcerer or wizard classes though barbarians or Rogues taking this class are not unheard of.

Hit Dice: d6.

Requirements

Base Attack Bonus: +3.

Skills: Spell Craft: 4 Ranks, Craft (Technological Device): 8 ranks, Knowledge (Arcana): 4 ranks.

Feats: Iron Will, Magic Energy Control, Point Blank Shot, Precise Shot, Exotic Weapon Proficiency (Firearms).

Class Skills

The spell sniper's class skills (and the key ability for each skill) are Intimidate (Cha), Concentration (Con), Spellcraft (Int), Bluff (Cha), Knowledge (Arcana)(Int), Use Techonological Device (Int), Use Magical Device(Int), Balance(Dex), Craft (Int), Profession (Wis), *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

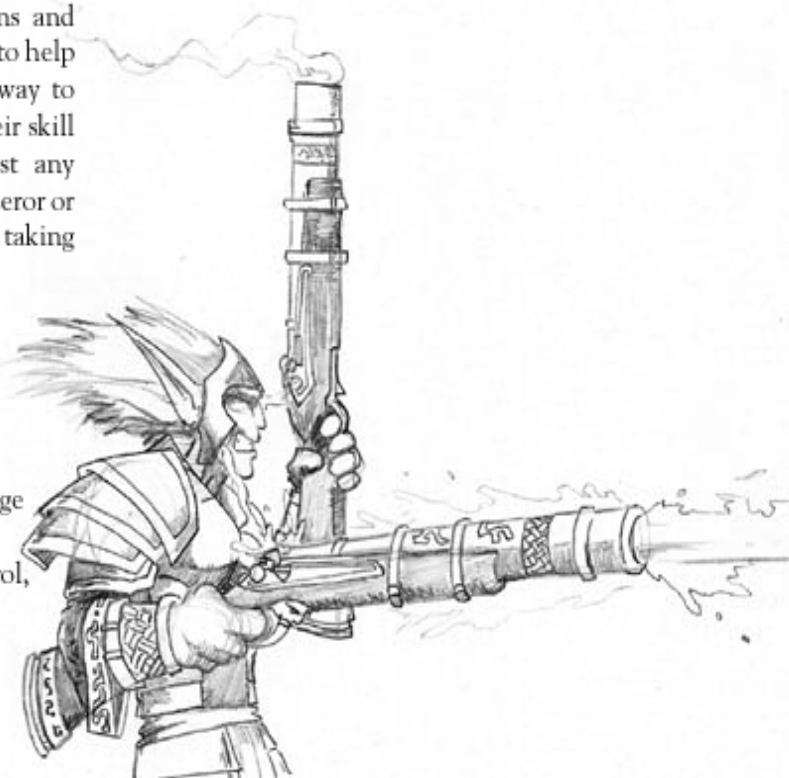


Table: The Spell Sniper (Snp)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Gun Crafter, Imbue Bullet, +1 arcane spell level
2nd	+2	+0	+0	+3	Arcane Shot
3rd	+3	+1	+1	+3	Enhanced Firearm +1
4th	+4	+1	+1	+4	Seeking Shot, +1 arcane spell level
5th	+5	+1	+1	+4	Enhanced Firearm +2
6th	+6	+2	+2	+5	Bonus Feat
7th	+7	+2	+2	+5	Enhanced Firearm +3, +1 arcane spell level
8th	+8	+2	+2	+6	Death Shot
9th	+9	+3	+3	+6	Enhanced Firearm +4
10th	+10	+3	+3	+7	Force Bullet, One Shot One Kill Maybe More +1 arcane spell level

Spells Per Day: At 1st, 4th, 7th, and 10th levels a spell Sniper gains new spells per day as if he had gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a class would have gained except for an increased effective level of spell casting. If a spell sniper had more than one arcane spellcasting class he must decide which class he adds the new level for purposes of adding new spells per day.

Guncrafter: For the purposes of crafting firearms the maximum technology score of devices the Spell Sniper can make is equal to Tinker Levels + Spell Sniper Level + Feat Modifiers. This applies only to making firearms.

Imbue Bullet: At 1st level a Spell sniper may imbue their ammunition while in the rifle with an area or touch spell using the rifle's range. Casting the spell and firing the shot counts as a standard action the shot must be made or the spell is wasted. The spell goes off wherever it lands even if the spell can only be cast on the Spell Sniper it affects whatever it hits.

Arcane Shot: At 2nd level a spell sniper can channel arcane energy into their next shot. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack and damage rolls for one round equal to the spell sacrificed, as well as extra damage equal to 1d4 times the level of the spell sacrificed. The bonus you add to attack cannot exceed your base attack bonus.

For example Kerrigan the Spell sniper sacrifices a 2nd level spell slot to gain +2 to her attack rolls and +2d4 to her damage rolls.

Enhanced Firearm: At 3rd level any non-magical firearm a spell sniper uses has a +1 enhancement bonus. At 5th this bonus increases to +2 at 7th +3 and 9th +4.

Seeking Shot: Once Per day the Spell Sniper can fire a seeking shot at a target she knows is in her range and it travels to the target, even around corners, it can only be stopped by unavoidable obstacles. It negates cover and concealment. Using this ability is a standard action (and shooting the shot is part of the action).

Bonus Feat: At 6th level a Spell Sniper may select a bonus metamagic or technology feat. They must still meet the prerequisites for it.

Death Shot: Once per week a spell sniper may fire a shot that can instantly slay a creature it hits. This is declared before the shot is fired. If it hits the target must make a DC 20 fortitude save or die.

Force Bullets: At 10th level a Spell sniper no longer needs ammunition. He still uses gun powder however and the reload time remains the same. The bullet itself is magical force and can affect incorporeal creatures.

One shot, One Kill, or Maybe More: At 10th level a Spell Sniper can unleash all of his magical energy into a single devastating blast. As a full round action a spell sniper may sacrifice all his spells for the day leaving him with no spells and fire a devastating beam of pure magical energy. For every spell sacrificed in this way you get a bonus to attack and damage rolls based upon spell level. Each level of the spell adds +1 to attack and +1d6 damage for every spell.

For example Kerrigan the Spell sniper uses this ability and has 2 1st level spells and 3 2nd level spells left. She loses all her first level spells each on giving her +1 to attack and +1d6 to damage. She also loses all her 2nd level spells each one granting her +2 to attack and +2d6 to damage. The total attack bonus comes to +8 attack (2 1st level spells + 3 2nd level spells) and +8d6 damage.

The shot itself affects an area 15 feet wide starting from the end of the Spell sniper's Rifle and ending two range increments away from the Spell sniper. Make one Attack roll that affects all within the blast. If it hits they take full damage, if not the targets may make a Reflex save (DC 20 + firearms enhancement bonus without the enhanced firearm class ability) for half. The effect does not stack with any other spell sniper ability.

If the attack roll is a 1st gun is ruined roll damage normally and all within a 60 foot radius of the spell sniper must make a DC 25 reflex save for half damage.

After the shot is fired the Spell sniper is fatigued and cannot regain any spells for 24 hours after the shot is made nor can he use any spell sniper class abilities until one hour after the shot has been made has passed.