

Cognatogen (Su)

Once per day, you can create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. When you imbibe a cognatogen, you gain a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 1 minute per psychic level. In addition, while the cognatogen is in effect, you take a -2 penalty to one of your physical ability scores. If the cognatogen enhances your Intelligence, it applies a penalty to your Strength. If it enhances your Wisdom, it applies a penalty to your Dexterity. If it enhances your Charisma, it applies a penalty to your Constitution. Otherwise, this ability works just like the alchemist's mutagen ability. When the effect of the cognatogen ends, you take 2 points of ability damage to the ability score penalized by the cognatogen. If you have both alchemist and psychic levels, these levels stack to determine the duration of your cognatogen and the DC of the save a non-alchemist must attempt if he drinks your cognatogen. If you gain discoveries, you can take the grand cognatogen and greater cognatogen discoveries to improve your cognatogen. The infuse mutagen discovery and the persistent mutagen class ability apply to cognatogens. However, even if you have alchemist levels, the duration of your cognatogen remains 1 minute per level (instead of 10 minutes per level) and you can still create only one per day (instead of an unlimited number) unless you also possess the cognatogen discovery.

Relentless Casting (Su)

The psychic can spend 1 point from her phrenic pool to roll twice on any caster level checks to overcome spell resistance required for the linked spell and take the better result. Because she must decide to spend points from her phrenic pool when she starts casting a spell, the psychic must decide to use this ability before the GM calls for the caster level check.

Ongoing Defense (Su)

The psychic can increase the duration of spells that improve her psychic defenses. She can spend 1 point from her phrenic pool when she casts any intellect fortress, mental barrier, thought shield, or tower of iron will spell to extend the spell's duration by 1 round.

Detect Thoughts (Sp)

At 2nd level, a psychic can use detect thoughts as a spell-like ability once per day. She can also expend any unused spell slot of 1st level or higher to cast detect thoughts. If she does so, she uses the level of the spell slot expended to determine the Will save DC. When a psychic gains this ability, if she knows detect thoughts, she can learn a different 1st-level spell in place of detect thoughts, losing the old spell in exchange for the new one.

Steady Aim (Ex)

At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10 feet. This stacks with other abilities that increase her range increment.

Fast Musket (Ex)

At 3rd level, as long as the musket master has 1 grit point, she can reload any two-handed firearm as if it were a one-handed firearm.

Deadeye (Ex)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Quick Clear (Ex)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Gunslinger Initiative (Ex)

At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol-Whip (Ex)

At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Deadly Aim

You can choose to take a -1 penalty on all ranged attack rolls to gain a $+2$ bonus on all ranged damage rolls. When your base attack bonus reaches $+4$, and every $+4$ thereafter, the penalty increases by -1 and the bonus to damage increases by $+2$. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Rapid Shot

When making a full-attack action with a ranged weapon, you can fire one additional time this round at your highest bonus. All of your attack rolls take a -2 penalty when using Rapid Shot.

Snap Shot

While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Point-Blank Shot

You get a $+1$ bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.



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