

Gunmage



Name



HP

/ 50



Bloodied 25

Basic Melee

2d6, Melee 1



Mana

(4)

Basic Ranged

3d6, As Gun



Speed

6

Basic Techniques



Potent (2, Stackable)

+1 damage die with this attack.



Accurate (2, Kick-In)

Kick-In after making a damage roll. **Reroll it and use the higher roll.**

You may use these Techniques on any basic attack, and any power that deals damage immediately.

(The Mana Cost of a technique is the first number in the Parentheses.)

Properties

On Target



At the start of combat, and when your Target is Taken Out, place a Target token on one creature you see. That creature is your Target. Once per turn, when you attack your Target, gain 1 Mana. At the end of your turn, you may move your Target to any creature you attacked.

Armory



Instead of having 2 Utility powers, you have 2 Gun powers. You may choose a racial Utility power in place of a Gun power.

Guns



When you use a Gun, you gain a benefit, and can use it's follow up techniques. If you use a Gun power, you lose the benefits and access to follow up techniques of your previously equipped Gun power.

Quickdraw



At the start of combat, before the first round of combat but after Heroes and Monsters are placed, choose a Gun to start combat equipped with.

Crisis State

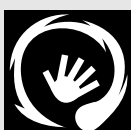
While you enter Crisis State set your Charge Tokens to 1. When you leave it, set them to 0. At the start of your turn in Crisis State, take one of the following actions:



Gain 2 Charge Tokens.



















Make an attack: 3d6 damage, Ranged X.
X = number of Charge Tokens you have




Make an attack: Xd6 damage, Close Burst X.
X = number of Charge Tokens you have.
Remove all your Charge Tokens.

Conditions


-  Blinded
-  Cursed
-  Dazed
-  Distracted
-  Ensnorcelled
-  Harrowed
-  Immobilized
-  Manalocked
-  Marked
-  Overwhelmed
-  Pinned
-  Slowed
-  Staggered
-  Sundered
-  Swallowed
-  Weakened

Blood Shot


Gunmage Attack

 Action: Major

 Range: As Gun

 4d6 Damage, and you take 2 damage for each target of this power.

Damage you deal to yourself with this power can't be resisted.

 Sticky (2, Stackable)


Choose a target of this attack. They are Perma-Slowed.

 Glowing (2)

Choose a target of this attack. They are Perma-Sundered, and you take 5 damage.

 Vampiric (3, Expend, Kick-In) ✦

Kick-In when you aren't in Crisis State after taking all damage from Blood Shot. Gain 25 HP.


 Ghostblood Shot (0, Burnout, Kick-In) ✨

Kick-In when you Take Out an Enemy with Blood Shot. Take 5 damage.

Revive that creature as your Summon until the end of encounter. Use its Monster Card to take Follow-Up Actions, using 2 of your mana in place of each threat point for any threat point costs. You can make it Advance as a Move action. Unwardable.

Explosive Shot

Gunmage Attack


 Action: Major

 Range: As Gun

 3d4 Exploding Damage.

 Each target is Perma-Harrowed X

For this power, X is the number of dice that Exploded.

 Forceful (1, Kick-In) ↘

Kick-In after seeing how many dice exploded. Additionally, Push each target X squares.

 Incendiary (2)

Increase the Perma-Harrowed each target takes by 5.

 Glorious (0, Expend, Kick-In) ✦


Kick-In after seeing how many dice exploded. Additionally, Gain X Mana.

 Solar Meltdown (4, Burnout) ✨

Instead of 3d4 Exploding Damage, 8d4 Exploding Damage.


Cupid Shot

Gunmage Attack

 Action: Major


 Range: As Gun

 2d6 damage.

 Each target is Distracted.

 Alluring (X)

Additionally, Pull each target X squares.

 Enrapturing (4, Expend) ✦

Additionally, each target is Ensorcelled.

 Beautiful (4, Expend, Exclusive) ✦

Additionally, each target is Perma-Blinded.

 Heartcapture Bullet (0, Burnout) ✨


Additionally, each target can't attack you until end of encounter or they use a Major action to remove this effect.

Lightning Shot


Gunmage Attack

 Action: Major

 Range: As Gun

 10 damage that can't be Resisted.

If dice would be added to this attack, instead increase the damage dealt to non-Arcing targets by 3.

 Fated (2)

Additionally, each target is Perma-Cursed.

 Arcing (2, Stackable)

Choose a creature that's not a target of Lightning Shot but is within 3 squares of a target of Lightning Shot. That creature is an additional target.

 Shocking (4, Expend) ✦


Additionally, each target is Dazed.

 Thundergod Volley (6, Burnout) ✨

Additionally, choose a creature targeted by this attack. It takes an additional 30 damage that can't be Resisted.


Magnetic Shot


Gunmage Attack

 Action: Major

 Range: As Gun

3d6 Damage.


 Choose one Primary target of the attack, and Pull each other target 2 squares towards the Primary target. *If this attack only targets one creature, you may pull any other single creature 2 squares towards the Primary target instead.*

 **Powerful (1, Stackable)**

Increase all Forced Movement this attack does by 1.

 **Controlling (1)**

Before you pull each other target towards the Primary target, you may Slide the Primary target 1 square.

 **Corrosive (4, Expend)** ✦


Then, the Primary target and each creature adjacent to it is Weakened.


 **Electromagnetic Aura (4, Burnout)** ✨

Additionally, each target and each creature moved by this attack is Pinned and Perma-Dazed.


Planar Shot

Gunmage Attack

 Action: Major

 Range: As Gun

2d6 Damage.

 Teleport each target 3 squares.

 **Terrifying (2)**


Additionally, targets are Perma-Staggered.

 **Voidsoul (3)**

Additionally, targets are Mana-Locked.

 **Translocating (3)**


Then, choose two targets of the attack, or yourself and the target, and teleport them into each other's spaces.

 **Time and Space (6, Burnout, React)** ✨ ✨

React when a creature would attack an Ally. The attack is Negated. Attack the triggering creature with the following attack, ignoring resist and Line of Sight. Range: Special(Anywhere, doesn't provoke) 2d10 damage, and the target is Teleported 5 squares.


Block

Universal Power

 Action: React


React when attacked, after seeing all damage and effects of the attack.

 Gain Resist 10 until the start of the next Hero turn.

 Expend this power.

 **Ward (0, Exclusive)**

Instead of gaining Resist, Ward all conditions and effects that the attack would have on you.

 **Endure (0, Exclusive)**

Instead of gaining Resist, gain 2 Mana. If you are Bloodied after the attack, instead gain 3 mana.

 **Guard (0, Exclusive)**

Use when an adjacent ally is attacked. Instead, give them Resist 15 against that attack only.

 **Roll (X, Exclusive)**

In addition, Shift X squares.



Dual Revolvers

Gunmage Gun

Action: Free

Gun Range: Ranged 5, One or Two Targets

While you have Dual Revolvers equipped, you may use the following techniques.

Double Shot (0, Move)

Make a Dual Revolver attack that does 5 less damage. If you started this turn with Dual Revolvers equipped, this is a Free Action. *You may only take this action once each turn, and only if you have only shot one target.*

Crescendo Dash (0, Move)

Shift your Speed, following a Straight or Diagonal line.

Trick Shot (0, Move)

Target a creature within Ranged 5. That creature is Distracted.

Telekinetic Pistol (1, Move)

Place a Revolver conjuration within Ranged 5. You can make pistol attacks from that location as if you were there without provoking opportunity attacks. If an enemy ends their turn in the space of the Revolver conjuration, the conjuration is Taken Out.

Long-Barrel Arquebus

Gunmage Gun

Action: Move

Gun Range: Ranged 8, One Target

Whenever you Take Out a creature with your Target token on it, you gain 1 Mana.

While you have Long-Barreled Arquebus equipped, you may use the following techniques.

Perfect Form (0, Move)

You are Perma-Immobilized. While you are Perma-Immobilized by Perfect Form, your Gun Range is Ranged 15.

Aimed Shot (0, Major)

Choose a target you can see, move your Target token to them, and end your turn. If your next Major action is a Long-Barrel Arquebus attack against that target, it deals 3 bonus dice damage and is Accurate.

Warning Shot (0, Move)

Target a creature within Ranged 8. That creature is Weakened or Sundered, it's choice. *You may not use this power while you are Immobilized.*

Arquebus Field (X, Major)

Spend X mana to place that many Arquebus tokens in your square and end your turn. While you are in a square with 1 or more Arquebus tokens and using a Long-Barrel Arquebus as your gun during your turn, you may consume an Arquebus token in your square to make a Major Action attack as a lesser action: The first attack made this way each turn is a Free Action, each past that is a Move Action. *Only use this power on your turn.*

Gatling Gun

Gunmage Gun

Action: Move

Gun Range: Area Wall 5 within 8, Each Target

Your Speed is reduced by 2.

While you have Gatling Gun equipped, you may use the following techniques.

Ammo Overheat (0, Move)

Until the end of this turn, the Gun Range of Gatling Gun is increased to Area Wall 7.

Recoil Shot (2, Free)

After using an attack power with Gatling Gun during your turn, Jump 5 squares, with each square taking you further away from the Wall.

Gatling Clobber (2, Major)

Range: Melee 2, One Target
3d10 damage, and target is Perma-Slowed or Immobilized, their choice. *This power may be used as a Basic Melee Attack.*

Suppression Fire (0, Move)

Any attacks you make using Gatling Gun's Gun Range this turn create a zone in that area. Until the start of the next Hero Turn, you may make the following as an opportunity attack against any creature that enters the zone.

Range: Ranged 8, A Creature Who Entered the Zone
3d6 damage.

Triple-Barrel Shotgun

Gunmage Gun

Action: Move

Gun Range: Wave 2, Each Target

Whenever you start combat equipped with this Gun or use this power, your Charge tokens are set to 3. At the end of each of your turns you are equipped with this Gun, your Charge tokens increase by 1, to a maximum of 3. In order to use an attack power using Triple-Barrel Shotgun, you must spend a Charge token. You may spend extra Charge tokens for damage, adding one die to the attack for each additional Charge spent. *While you have Triple-Barreled Shotgun equipped, you may use the following techniques.*

Thaumaturgic Blast (0, Free)

Triple-Barrel Shotgun's Gun Range is increased to Wave 3 until the end of this turn. You must spend a Charge token to use this action.

Etheric Shot (0, Free)

Your Triple-Barrel Shotgun attacks ignore Resist, Line of Sight, and Line of Effect this turn. You must spend a Charge token to use this action.

Steady Stride (0, Move)

Gain Resist 5 until the start of the next Hero Phase. Then, Move 3 squares.

Body Check (0, Move)

Move up to your Speed. If you end a move without using all of your speed, and adjacent to another creature, you may Slide that creature 1 square for each point of movement you have remaining.