



Requirements: Technician

Marksman

Those who make their way with a firearm and plenty of skill, are known as Marksmen. These individuals often serve as soldiers or sharpshooters in newly-formed military units, while others prefer the solitary life of the longhunter or the fame that comes with being an exhibition shooter. Nevertheless, Marksmen hold unquestionable skill with rifles and sidearms alike.

Gameplay

Utilizing precise their precise aim and timing, Marksmen may fire in their target's direction, purposefully missing them, but **instilling them with fear**. In addition, some Marksmen make use of specialized barrels or ammunition to **knock an enemy backward** or to **blind a foe with a burst of fine shot**.

Marksman Class			Skill Point Cost: 4
Skill Name	SP Cost	Prerequisite	Description
Bird Shot †◇	5	Firearms	Blind the target with a blast of small shot.
Chemist ◇	4	Gunsmith x3	Fire poisoned darts to inflict various effects.
Overpack †◇	3	Firearms	Knock the target back five paces.
Steady Aim †◇	3	2 Character Levels, Firearms	Deal double damage for one shot.
Warning shot †◇	3	Precise Shot x1	Fire dangerously close to the target, instilling them with fear.

† The skill may be purchased multiple times.

◇ The skill may be used once per purchase.

Bird shot

Once per purchase, the Marksman may add the Blinding effect to one attack with a rifle or pistol.

Chemist

With each purchase of Chemist, the Marksman may employ a new type of poisoned dart, which they may use to inflict their target with the appropriate effect. Chemist may be purchased so long as the Marksman has already purchased Gunsmith at least three times. Producing one set of darts yields six units.

Dart	Gunsmith LVL
Hallucinogen	3
Strength Drain	3
Silence	4
Sleep	4
Insanity	5
Paralysis	6

Overpack

For each purchase of this skill, the Marksman may add the Knockback effect to the beginning of their damage call, with one attack with a firearm.

Steady Aim

With each purchase of this skill, a character may deal double damage with one shot from a pistol or rifle.

Steady Aim may be purchased once for every two levels the character possesses.

Warning Shot

For each purchase of Warning Shot, the character may fire at their target with a firearm, instilling them with the Fear effect by adding "Cause Fear" to the beginning of their damage call.

This skill may be purchased once for each purchase of Precise Shot.