



THE SCOURGE OF THE BROKEN COAST
SATYXIS GUNSLINGERS

Few seafarers are as renowned and as feared as the Satyxis. This sisterhood of marauders has earned its black reputation through countless acts of violence and terror. The blood witches, sea witches, and raiders of the Satyxis are all skilled with the empowered blades of their warrior culture, but Satyxis gunslingers stand out as the few special daughters of Toruk who possess the gifts of the gun mage.

Wielding witchlock pistols custom-made to suit their individual preferences, Satyxis gunslingers are not as fettered by tradition or established methods as their mainland counterparts. No arcane order guides them in the use of their skills, and few Satyxis share the secrets of their rune shots with others. Each gunslinger comes to her talent by instinct and practice alone, learning how to wield her power in a way that suits her own style of fighting.

Satyxis gunslingers are sought after by any good ship's captain because the spells they use to empower their shots can turn the tide of a battle. Several among them, including Severa Blacktide, Ekria Ashblood, and Okys Threehorns, are counted among the deadliest Satyxis on the seas.

The material presented in this Insider is intended to spark the imagination of players and to test out new rules, new gear, and new concepts. Feel free to leave your thoughts on our [forums](#).

And don't forget to grab the Satyxis race for Iron Kingdoms in Full Metal Fridays, available [here](#).



Satyxis Gunslinger

Prerequisites: Gifted, Satyxis

STARTING ABILITIES, SKILLS, & SPELLS	Abilities: Craft Rune Shot and Gunfighter Military Skills: Pistol 1 and Unarmed Combat 1 Occupational Skills: Craft (gunsmithing) 1, Detection 1, and Sailing 1 Spells: Rune Shot: Black Penny, Rune Shot: Brutal, and either Rune Shot: Cripple or Rune Shot: Torture
STARTING ASSETS	25 gc, ammo bandolier, blood-forged witchlock pistol (with powder and ten rounds of ammunition), and a rune shot casting kit

SATYXIS GUNSLINGER ABILITIES	Craft Rune Shot, Dodge, Fast Draw, Fast Reload, Hailstorm (new), Keen Eyed, Leech (new), Muzzle-loader (new), Two-Weapon Fighting
SATYXIS GUNSLINGER MILITARY SKILLS	Pistol 4, Unarmed Combat 4
SATYXIS GUNSLINGER OCCUPATIONAL SKILLS	General Skills 4, Rope Use 2, Sailing 2
SATYXIS GUNSLINGER SPELLS	Spells from the Satyxis Gunslinger spell list

A fierce seagoing variant of the gun mages of the Iron Kingdoms, Satyxis gunslingers instinctively blend the art of the pistoleer with blood magic rites to devastating effect. Those with this talent emerge from scattered Satyxis communities, only realizing the power they wield after unconsciously scratching runes into pistol balls and firing off their first empowered rune shot. Gunslingers hone their inborn talent through battle, sometimes by learning new runes to scribe into their ammunition from sister-gunslingers, sometimes by digging an inscribed bullet out of their own flesh and studying the runes scratched into the lead. Gunslingers make for potent crew, so Satyxis raiding captains often seek them out in the backwater ports of Cryx, where they can earn a good living as sharpshooters and assassins.

Playing a Satyxis Gunslinger: Play a Satyxis Gunslinger if you like the idea of being a merciless pistoleer who destroys her rivals by empowering each shot with a tailored magical effect. Like Gun Mages, Satyxis Gunslingers have a unique spell list filled with iconic rune shot spells. A gunslinger, however, can choose to upkeep some of her most debilitating magical effects. A Satyxis Gunslinger's spells reflect the occult techniques of Satyxis blood magic and often cripple or debilitate a target in particularly cruel ways. The Satyxis Gunslinger pairs well with careers that offer more utility with a pistol like Duelist or Pistoleer. As she gains experience, the Satyxis Gunslinger can pick up further rune shot spells, increasing her ability to customize each pistol attack. Eventually, the Satyxis Gunslinger should consider investing in the Leech ability as a way to offset the cost of expensive, multispell rune shots.



New Abilities

Hailstorm

Prerequisites: Pistol 2, Two-Weapon Fighting

If the character hits the same target with two rune shot ranged attacks during the same activation, the target suffers the effects of a single additional rune shot spell the character knows.

Leech

Prerequisite: ARC 6

If the character performs an attack with an empowered weapon or a rune shot ranged attack that damages a living character, the spellcaster immediately regains d3 focus points if a focuser or removes d3 fatigue if a will weaver.

Muzzle-loader

Prerequisite: Pistol 2

The character can reload a muzzle-loading weapon as a quick action instead of a full action.

Satyxis Gunslinger Spell List

COST 1	Rune Shot: Accuracy, Rune Shot: Black Penny, Rune Shot: Brutal, Rune Shot: Cripple (new), Rune Shot: Feedback (new), Rune Shot: Iron Rot, Rune Shot: Silencer, Rune Shot: Torture (new)
COST 2	Fire Group, Heightened Reflexes, Refuge, Rune Shot: Fire Beacon, Rune Shot: Shadow Fire, Rune Shot: Trick Shot, Rune Shot: Weakness (new)
COST 3	Guided Fire, Rune Shot: Bleeder (new), Rune Shot: Grievous Strike (new), Rune Shot: Phantom Seeker, Rune Shot: Spell Cracker
COST 4	Rune Shot: Ghost Shot (new), Rune Shot: Heart Stopper, Rune Shot: Vortex Blast (new)

WITCHLOCK PISTOLS

Fabricated by Satyxis using blood magic rituals and from materials worked by black ogrun ironmongers. Each is a unique weapon tailored to preferences of its user. Witchlocks are typically patterned after older but simpler muzzle-loading pistols common in Cryx's pirate fleets.

A witchlock uses the standard rules for a magelock pistol with the following exceptions:

- At character creation, roll a d6. On a roll of 5 or 6, the weapon is a breach-break action. Otherwise, it is a muzzle-loader (*IKRPG Core Rules*, p. 206, "Reload a Ranged Weapon").
- The weapon always counts as a magic weapon due to its blood-forged iron construction, even if it is not being fired by a Satyxis Gunslinger or firing an empowered shot.
- A Blood Witch can treat a witchlock equipped with a pistol bayonet as a sacral weapon for the purpose of the Empower Weapon ability.

Satyxis Gunslinger Spells

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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RUNE SHOT: BLEEDER 2 SELF — — NO NO

If the spellcaster's next rune shot ranged attack damages a living target, the spellcaster regains d3 vitality as blood from the wound magically travels back to the spellcaster and heals her wounds.

RUNE SHOT: CRIPPLE 1 SELF — — YES NO

If the spellcaster's next rune shot ranged attack damages a living target, roll a d3. On a roll of 1, the target suffers the effect of a crippled PHY life spiral aspect. On a 2, the target suffers the effect of a crippled AGL life spiral aspect. On a 3, the target suffers the effect of a crippled INT life spiral aspect. If the target does not have a life spiral, it suffers -2 on skill and attack rolls. The effect of this rune shot lasts as long as the spellcaster upkeeps the spell. A character can spend a feat point to ignore this effect for one round.

RUNE SHOT: FEEDBACK 1 SELF — — NO NO

If the spellcaster's next rune shot ranged attack damages a warjack that is part of a battlegroup, the warjack's controller suffers d3 damage points.

RUNE SHOT: GHOST SHOT 4 SELF — — NO NO

The spellcaster's next rune shot ranged attack ignores LOS, concealment, and cover.

RUNE SHOT: GRIEVOUS STRIKE 3 SELF — — NO NO

A living character damaged by the spellcaster's next rune shot ranged attack this turn loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

RUNE SHOT: TORTURE 1 SELF — — YES NO

If the spellcaster's next rune shot ranged attack damages a living target, the target is wracked with excruciating waves of pain as the cruel magic takes effect. While the spellcaster upkeeps this spell, the target gains an additional die to attack and skill rolls. Remove the high die from each roll.

RUNE SHOT: VORTEX BLAST 4 SELF — — NO NO

If the spellcaster's next rune shot ranged attack hits, a black vortex of arcane energy draws in everything in the vicinity of the target. Push characters within 2" of the character hit 2" directly toward it in the order you choose. Then center a 3" AOE on the character hit. Characters in the AOE are hit and suffer a POW 12 magic damage roll.

RUNE SHOT: WEAKNESS 2 SELF — — YES NO

If the spellcaster's next rune shot ranged attack damages a living target, the target's muscles instantly atrophy and become feeble. The target suffers a 1 die penalty on STR and melee damage rolls while the spellcaster upkeeps this spell. A character can spend a feat point to ignore this effect for one round.

