Danmaku Duelist

Characteristics:	Dexterity, Intelligence, Wisdom
Skills:	Arcana, Acrobatics, Ballistics, Charm, Crafts, Perception, Performer, Intimidation, Scrutiny
Gun Kata:	Clay Pigeon Crisis Zone Elemental Gearbolt
Level Completion:	+1 to Dodge Tests

Level	Title	Prerequisites	Class Feats
1	Spellslinger	Acrobatics 2, Ballistics 2	Warning Shot Fleet of Foot Implement Focus Gun Blessing *Weapon Proficiency (Basic) *Skill Focus (Arcana OR Acrobatics OR Ballistics)
2	Magidancer	Acrobatics 2, Ballistics 3, Warning Shot	Spellcard Crafter Double Tap Evasion Crack Shot *Weapon Proficiency (Ranged 1) *Skill Focus (Crafts)
3	Arcane Artist	Acrobatics 3, Ballistics 3, Spellcard Crafter, Gun Blessing	Hip Shooting Spell Card Expert Deadeye Shot *Weapon Proficiency (Ranged 2) *Lead Fingers
4	Hexsculpter	Acrobatics 4, Ballistics 4, Spell Card Crafter, Spell Card Expert	Daredevil Dodger Rock and Roll Hard Target Combat Insight *Meditation *Pinball Wizard
5	Bullet Pattern God	Acrobatics 5, Ballistics 5, Spell Card Expert, Daredevil Dodger	Bullet Pattern Architect Fan the Hammer Step Aside

Spell Card Crafter

Danmaku Duelists fight with magical items called Spell Cards. Spell Cards are custom weapons, built using the ranged custom weapon rules from Book 2 but with a mod limit of your Level. It requires a Crafts check equal to the TN of the Wealth check to acquire it and taking the same amount of time. These Spell Cards require a TN 20 Arcana check to reload, at whatever action the Spell Card would normally take to reload. Alternatively, an hour of meditation will also reload all Spell Cards. Spell card attacks count as magic weapons. While Spell Cards can take many forms – from actual cards to dolls to futuristic guns – they all function similarly.

Spell Card Expert

You're expertise with Spell Cards allows you to quickly replenish their power. Reduce the amount of time it takes to reload a Spell Card either by one action, or to the next lowest action (Examples: 2 Full to Full, Full to Half, Half to Reaction).

Bullet Pattern Architect

You're capable of altering the effects of your Spell Cards on the fly. Three times per scene, you're capable of selecting an additional mod for your Spell Cards and applying its effect immediately. This additional mod lasts until the end of the scene, or until you use Bullet Pattern Architect to replace the mod with a different one.

Warning Shot

You can make a shot *hurt*, but not kill. When dealing Critical Damage with a ranged attack, you may instead opt to inflict an equivalent levels of Fatigue.

Daredevil Dodger

After dodging, if an attack misses you by less than 5, you receive a +1k0 bonus to ranged attacks performed on your next turn.