

Flintlock

While most gunners have favorite firearms, there are those rare ones who choose to specialize in one-handed firearms exclusively. These gunners are called flintlocks. While they lack the flexibility of being able to pick up any kind of firearm and use it with reasonable proficiency, they are crackerjack shots with pistols and similar firearms. Their skill and aim with these firearms at close range is second to none, and they rarely misfire with these weapons.

The flintlock is an archetype of the gunner class.

Weapon Proficiency: Instead of proficiency with all firearms, a flintlock only gains proficiency with one-handed firearms. She must take Exotic Weapon Proficiency (simple firearms) to gain proficiency with two-handed firearms.

Gunsmith: A flintlock must take a trainee pistol when she chooses a battered firearm at 1st level.

Deeds: A flintlock swaps a trio of deeds for the following.

Shooter's Resolve (Ex): At 1st level, a flintlock can spend 1 grit point when firing with a one-handed firearm as a standard action and ignore the effects of concealment (though not total concealment) and cover (other than total cover) against that shot.

This deed replaces the deadeye deed.

Deadeye (Ex): At 7th level, the flintlock gains the deadeye deed, which is normally a 1st-level gunner deed.

This deed replaces the startling shot deed.

Twin Shot Knockdown (Ex): At 11th level, when the flintlock hits a single target with two or more one-handed firearm attacks during her turn, she can spend 1 grit point to knock the target prone. She can choose to spend the grit point after the attacks are made.

This deed replaces the bleeding wound deed.

Pistol Training (Ex): Starting at 4th level, a flintlock increases her skill with one-handed firearms. She gains a +1 bonus on attack and damage rolls when firing that type of firearm. In addition, she uses her Dexterity modifier as a bonus to damage rolls with that type of firearm as well. Furthermore, when she misfires with that type of firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (8th, 12th, 16th, and 20th), the bonus on attack and damage rolls increases by +1.

This ability replaces gun training 1 to 4.