

Fusilier

While some fencers take pride in their ability to wear down an opponent with great skill at arms and clever positioning, there are those who use firearms to get in close and hit hard.

The fusilier is an archetype of the fencer class.

Weapon and Armor Proficiency: A fusilier gains proficiency with all simple weapons and martial weapons, as well as one-handed firearms.

This replaces the fencer's weapon proficiency.

Gunner: At 1st level, the fusilier gains Amateur Gunslinger and Gunsmithing as bonus feats. Additionally, he also gains a battered gun identical to the one gained by the gunner.

This ability replaces duelist stance.

Panache: Unlike other fencers, a fusilier regains panache when she confirms a critical hit or makes a killing blow with a light or one-handed piercing melee weapon or a one-handed firearm.

This ability alters panache.

Deeds: The fusilier gains the following deeds, each of which replaces an existing deed.

Melee Shooter (Ex): At 1st level, as a swift action when wielding both a light or one-handed piercing melee weapon and a one-handed firearm, the fusilier can spend 1 panache point to avoid provoking attacks of opportunity with the first ranged attack made by the one-handed firearm during her turn.

This deed replaces opportune parry and riposte.

Quick Clear (Ex): At 3rd level, as a standard action the fusilier can spend 1 panache point to remove the broken condition from a single one-handed firearm she is currently wielding, as long as the firearm gained that condition through a misfire.

This deed replaces precise strike.

Gun Feint (Ex): At 7th level, a fusilier can use the ferocious reputation of firearms to her advantage. A fusilier with at least 1 panache point can feint instead of attacking with her firearm as part of a full attack. She can spend 1 panache point to gain a +5 bonus on this check.

This deed replaces superior feint.

Lightning Reload (Ex): At 11th level, once per round the fusilier can spend 1 panache point to reload a single barrel of a one-handed firearm as a swift action. If she has the Rapid Reload feat or is using an alchemical cartridge, she can instead reload a single barrel of the weapon as a free action each round. Using this deed doesn't provoke attacks of opportunity.

This deed replaces bleeding wound.

Two-Weapon Finesse (Ex): A fusilier gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons. She also gains the effects of the Two-Weapon Fighting feat as long as she is wielding a light or one-handed piercing melee weapon in one hand and one-handed firearm in the other hand. This ability

counts as having both the Weapon Finesse and Two-Weapon Fighting feats for the purposes of meeting feat requirements.

This ability replaces fencer weapon training.