

Gulch Gunner

Burmecian warfare often occurs in cramped, claustrophobic spaces such as the burmecian's own underground warrens and heavily trapped gulch fortresses, or the subterranean tunnels of goblins and similar foes. Since these battlegrounds often have tight corners and few areas with long lines of sight, those burmecian who seek to master the use of firearms almost inevitably become experts in close-quarters combat. These gulch gunners often specialize in proficiency with a single pistol (easily handled in tight spaces) and wander from warren to warren selling their tunnel-shooting skills to the highest bidder.

The gulch gunner is an archetype of the gunner class, available only to burmecian gunners.

Class Skills: A gulch gunner adds Disable Device, Escape Artist, and Knowledge (dungeoneering) to her list of class skills and removes Handle Animal, Ride, and Swim from her list of class skills.

Grit (Ex): At 1st level, a gulch gunner gains grit as a standard gunner. However, the close-combat focus of the gulch gunner results in a slightly different set of circumstances for regaining grit.

Daring Adjacent Shot: The first time each round the gulch gunner makes a ranged firearm attack against an adjacent foe and provokes an attack of opportunity, she regains 1 grit point. Making an adjacent firearm attack against a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gulch gunner's character level does not restore grit, nor do ranged attacks using some ability that prevents the gulch gunner from provoking an attack of opportunity.

This ability replaces the ability to regain grit from a critical hit with a firearm.

Deeds: A gulch gunner has some unique deeds, which replace some of the standard gunner deeds as listed in each entry. These deeds follow all the general rules and restrictions of gunner deeds.

Flash and Shock (Ex): At 1st level, the gulch gunner can take advantage of the flash and sound of a firearm to throw off an attacker's aim at close range. When she makes an attack against a foe within her firearm's first range increment, she may spend 1 grit point to gain a +4 circumstance bonus to AC against that opponent until the beginning of her next turn. She can only perform this deed while wearing light or no armor, and while carrying no more than a light load.

This deed replaces deadeye deed.

Powder Burns (Ex): At 3rd level, the gulch gunner learns to maximize the damage dealt by a firearm at extremely close range. When the gulch gunner successfully hits an adjacent foe with a ranged firearm attack, she may spend 1 grit point to deal an additional 1d6 points of fire damage from the muzzle flash of her weapon. The target must also make a Reflex save (DC 10 + half of the gunner's level + her gunner's Wisdom modifier) or catch on fire.

This deed replaces pistol-whip deed.

Staggering Shot (Ex): At 15th level, when the gulch gunner hits an adjacent target with a ranged firearm attack, the target must also make a Fortitude save (DC 10 + half of the gunner's level + her gunner's Wisdom modifier) or be staggered for 1d4 rounds.

This deed replaces menacing shot deed.

Arbitrary Aim (Ex): Starting at 9th level, a gulch gunner's attacks with firearms are difficult to predict. When shooting a firearm at a creature that has a dodge or insight bonus to its Armor Class, the gulch gunner treats the combined bonus as if it were 1 lower. This value increases by 1 for every 3 levels beyond 9th level (to a maximum of 4 at 18th level).

This ability replaces close combat shot.