

Akimbo

As deadly as the weapons they wield, yet graceful in the fluidity of their motions, the Akimbo Dancers brilliantly execute flawless dance with the art of the dual pistols.

The akimbo is an archetype of the dancer class.

Weapon and Armor Proficiencies: The akimbo gains weapon proficiency with all simple weapons and all pistol firearms, as well as light armor.

This ability replaces the dancer's standard weapon and armor proficiencies.

Gunsmith: This is treated the same as the gunner class feature of the same name, however she must select trainee pistol as her starting firearm.

This ability replaces unarmed strike.

Precise Shot: The akimbo gains Precise Shot as a bonus feat.

This ability replaces fleet.

Nimble (Ex): Starting at 1st level, the akimbo gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the akimbo to lose her Dexterity bonus to AC also causes the Akimbo to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 1st (to a maximum of +5 at 17th level).

This ability replaces ac bonus.

Flair (Ex): As a foil to the gunner's grit, flair is the way in which an akimbo moves fluidly upon the battlefield. At 1st level, an akimbo gains a number of flair points equal to her Charisma modifier (minimum 1); these points increase by 1 per dancer level thereafter. The akimbo can regain a single point of Flair when she reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the akimbo's character level to 0 or fewer hit points does not restore any Flair. An akimbo cannot regain Flair points more than her daily maximum. These points refresh at the beginning of each day. These Flair points may be used either for the akimbo's deeds, her ki powers, or her battle dances.

In addition, the akimbo may use the battle dance inspire courage, as the bardic performance of the same name. She must spend a Flair point to activate this Battle Dance, and may maintain it up to a number of rounds equal to her Charisma modifier. If she does not hit a target at least once per round while this ability is active, the battle dance immediately ends and the akimbo must spend another Flair point to reactivate it. At 9th level, the akimbo can use Inspire Greatness. At 17th level, the akimbo can use Inspire Heroics. Battle dance benefits apply only when the akimbo is wearing light or no armor (dancing scarves are exempt from this). Like bardic performance, it cannot be maintained at the same time as other performance abilities. Starting a battle dance is a move action. Changing a battle dance from one effect to another requires the akimbo to drop the previous performance and start the new one as a move action. Like a bard, an akimbo's performance ends immediately if she is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from acting in a round. An akimbo cannot perform more than one battle dance at a time. At 12th level, an akimbo can start a battle dance as a swift action instead of a move action. This ability functions similarly to both Grit and Bardic Performance. However, only feats and other effects that affect Grit (such as the Extra Grit feat) apply to it. If the akimbo also has Grit or Panache from another class, that pool stacks with Flair and he uses Flair for the abilities of that class.

This ability modifies battle dance and replaces ki pool.

Flair Powers (Ex/Su): At 2nd level and every two dancer levels thereafter, an akimbo can select either one ki power, as the Dancer's Ki Powers, or may select a Gunner's Deed selected from below. An akimbo may spend Flair points on these Ki Powers or Deeds.

At 2nd level, the akimbo may choose from the Deadeye, Gunner's Dodge, or Sure Shot Deeds. At 4th level, she may add Gunner Initiative and Utility Shot to the list. At 8th, she may add Startling Shot. At 12th level, she may add Bleeding Wound. At 16th level, she may add Gunner's Luck. At 19th level, she may add Cheat Death and Stunning Shot to the list. All Deeds that reference Wisdom instead use Charisma.

This ability modifies ki powers.

Akimbo Talents (Ex/Su): Starting at 2nd level, an akimbo gains a dancer's mystic dance or one gunnery talent, as the gunner class feature. She gains an additional choice for every two levels of dancer attained after 2nd level. An akimbo must meet the prerequisites and unless specified otherwise, each talent or dance can only be selected once. The DC for all akimbo talents is equal to 10 + half of the dancer's level + her Charisma modifier.

This ability modifies mystic dances.

Akimbo Dance (Ex): An akimbo has mastery of the dance in such a way that the pistols she wields are an extension of her own body. At 3rd level, the akimbo gains the Two-Weapon Fighting as a bonus feat, ignoring prerequisites, but must use this feat while wielding a pistol in each hand. If the akimbo already has this feat, she may instead take a combat feat. At every four dancer levels after 3rd, the akimbo may also take a free feat from this list: Deadly Aim, Far Shot, Point Blank Shot, Quick Draw, Rapid Reload, Rapid Shot, Parting Shot, Weapon Specialization. She does not need to meet the prerequisites to gain these extra feats.

This ability replaces dance of the vexing snake, wearying dance, dance of the floating step, frightful dance, dance of fury, dance of the crushing python, dance of the springing tiger, and dance of death's embrace.

Akimbo Reloading (Ex): At 3rd level, by spending one Flair point, the akimbo may reload two wielded pistols with a move action, rather than just one, and may even do so without a free hand.

This ability replaces beguiling dance.

Akimbo Parry (Ex): At 5th level, while the akimbo is wielding a pistol in each hand, she may apply her pistol's enhancement bonus to her AC as a deflection bonus. Only the lowest enhancement bonus applies. In addition, if she is hit with a critical hit, she may give one of her pistols the broken condition. This turns the critical into a normal hit.

This ability replaces rain of blows.

Akimbo Stance (Ex): At 7th level, as long as the akimbo has 1 flair point, she may enter an akimbo stance as a swift action. While in this stance, she may treat any partial cover the enemies have as not having any cover, while full cover becomes partial cover. At 14th level, she may also ignore all but total concealment. At 20th level, she may even ignore total concealment provided by effects that don't inherently obstruct her vision (such as light smoke or invisibility but walls and other solid objects still do.) She can maintain this stance a number of rounds equal to her Charisma modifier. At the end of her Akimbo stance, she becomes fatigued a number of minutes equal to the rounds spent in akimbo stance. She must be wielding a pistol in each hand to activate her akimbo stance.

This ability replaces dancer's strike and contradance.

Close Combat Shot (Ex): At 14th level, an akimbo does not provoke attacks of opportunity when making ranged attacks with firearms within melee range of opponents.

This ability replaces leaf on the wind.

Akimbo's Equilibrium (Ex): At 17th level, once per day, the akimbo may, as a full-round action, make full iterative attacks based on her BAB against a number of enemies equal to her Charisma modifier within 15 feet of her. All of these attacks are at a -4 to hit. If the clips on either gun are emptied before this equilibrium finishes, or the akimbo misses any attack during this, she loses the rest of her attacks. She may not use any ability or spell that grants her extra attacks as part of this ability. At 20th level, this range increases to 30 ft.

This ability replaces dance of the soaring eagle and battle fury.