

Buccaneer

Freebooters who cling to the convoluted codes that rule independent ships, the buccaneer is a gunner of the high seas. Their exploits are fueled by the thrill of danger and often by the temporary courage provided by grog.

The buccaneer is an archetype of the gunner class, available only to hume gunners.

Deeds: A buccaneer swaps three of the normal gunner deeds for the following deeds.

Seadog's Gait (Ex): At 1st level, the buccaneer gains Sea Legs as a bonus feat. If she spends 1 grit point, she can ignore difficult terrain until the end of her turn.

This deed replaces the gunner's dodge deed.

Pirate's Jargon (Ex): At 3rd level, the buccaneer's baffling palaver of nautical jargon and piratical cant provides a +2 bonus on Bluff and Intimidate checks. Furthermore, she can spend a swift action and 1 grit point to cause a single living creature within 30 feet to make a Will saving throw (DC 10 + half of the gunner's level + her Charisma modifier) or become confused for 1 round. This is a mind-affecting language-dependent effect.

This deed replaces the pistol whip deed.

Rope Swing (Ex): At 7th level, as long as the buccaneer has at least 1 grit point, she gains a bonus on Acrobatics and Climb checks equal to her gunner level when climbing or swinging on a rope. If she spends 1 grit point, her move while climbing or swinging on a rope does not provoke attacks of opportunity.

This deed replaces the dead shot deed.

Grit (Ex): Like the sea itself, a buccaneer is a force of nature. Instead of using her Wisdom modifier to determine the number of grit points she gains at the start of each day, she uses her Charisma modifier. Any Gunner class features also use Charisma modifier instead of Wisdom.

This ability works in all other ways like the gunner's grit class feature.

Liquid Courage (Ex): At 2nd level, a buccaneer gains the ability to fortify her grit with strong drink. The act of drinking is a standard action that provokes attacks of opportunity, and each drink provides 1 grog point. Grog points can be used in place of grit points to fuel deeds or grit feats (including those requiring a minimum of 1 grit point to use). The buccaneer can gain a maximum number of grog points each day equal to her Constitution modifier (minimum 1), and they last for 1 hour or until used, whichever comes first. She gains a morale bonus on saves against fear and a dodge bonus to AC against attacks of opportunity equal to her current grog point total.

This ability replaces nimble.

Exotic Pet (Ex): At 4th level, a buccaneer gains the Familiar feat using half the gunner's level as her caster level (though the exotic pet never gains the ability to deliver touch spells or share spells). This pet is typically a monkey or parrot (use the stats for a raven familiar). Such animals are useful scouts, even in the thick of combat. As long as the pet is within 30 feet of the buccaneer, the buccaneer also gains the benefit of Combat Reflexes feat.

This ability replaces gun training 1.

Buccaneer's Fortune (Ex): Starting at 7th level, a buccaneer can ignore a firearm misfire a number of times per day equal to her Charisma bonus. She can use this ability as a free action.

This ability replaces disengage.

Sword and Pistol: At 8th level, a buccaneer gains Sword and Pistol as a bonus feat even if she does not meet the prerequisites. If the buccaneer already has this feat, she may pick another Combat feat for which she meets the prerequisites for.

This ability replaces gun training 2.

Arbitrary Aim (Ex): Starting at 9th level, a buccaneer'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 buccaneer 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.

Gun Training (Ex): A buccaneer gains this ability only at 12th level with a single type of firearm.

Raider's Riposte (Ex): At 16th level, whenever an enemy misses a buccaneer with an attack of opportunity, it provokes an attack of opportunity from the buccaneer.

This ability replaces gun training 4.