

## Commando

*As long as there has been war, man has found new ways to specialize in the art of death. The commando descends upon her enemies like a winged angel of fate, handing out pain and punishment then swiftly fading into the world around her before her foes even know what hit them. Years of training and experience have taught the commando how to use their surroundings to a strategic advantage. She knows that while the enemies may have numbers, that a well-placed trap, and a fool-proof plan can even the odds. Truly the commando is a rough and tumble gunner, willing to get down and dirty to track her enemies, but truly excelling as she leverages her battlefield experience to make the most of her hit-n-run tactics.*

The commando is an archetype of the gunner class.

**Weapon Proficiency:** A commando only gains proficiency with two-handed firearms. She must take the Exotic Weapon Proficiency (simple firearms) feat to gain proficiency with one-handed firearms.

**Gunsmith:** A commando must take a standard rifle when she chooses a battered firearm at 1st level.

**Favored Terrain (Ex):** At 2nd level, the commando gains the geomancer's favored terrain class feature. At 8th level and every six gunner levels thereafter, the commando can pick an additional favored terrain.

This ability replaces nimble.

**Military Expertise (Ex):** The rigorous special forces training the commando endured has ensured that she is more skillful than most. At 3rd, 7th, 12th and 18th level the commando gains additional skill points equal to half her Wisdom modifier.

This ability replaces sharp-shooting.

**Expert Tracking (Ex):** The commando's years of military experience have made her a proficient tracker. At 4th level, the commando adds half her gunner level on Survival checks to follow tracks.

This ability replaces flanking fire.

**Deeds:** A commando swaps a few deeds for the following.

*Bullet Hail (Ex):* By spending 1 grit point, the commando can make an attack that targets an area and everyone in it, not a specific creature. The commando targets a 5 ft. square and makes an attack roll; the targeted area has an effective AC of 10. If the attack succeeds, every creature within the affected area must make a Reflex save (DC 10 + half of the gunner's level + her Wisdom modifier) or take the weapon's damage. This deed expends 10 bullets and can only be used if the weapon has a full magazine. At 5th level and every 5 levels thereafter, Bullet Hail targets an additional 5 ft. square. Each square must be adjacent to at least one other square.

This deed replaces sure shot deed.

*Focused Aim (Ex):* At 1st level, as a swift action, the commando can spend 1 grit point to gain a bonus on all firearm damage rolls equal to her Wisdom modifier (minimum 1) with all firearm attacks she makes until the end of her turn. At 7th level, when she uses the dead shot deed, she multiplies this bonus by the number of hits she made while rolling the Dead Shot attack.

This deed replaces steady aim deed.

*Suppressing Fire (Ex):* At 7th level, a commando with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes shaken until the end of its next turn.

This deed replaces startling shot deed.

*Battlefield Camouflage (Ex):* At 15th level, as long as the commando has 1 grit point, she can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

This deed replaces gunner's luck deed.

**Defensive Position (Ex):** Starting at 7th level, the commando gains an additional +4 cover bonus to AC and Reflex saves when she has any form of cover.

This ability replaces hairtrigger.