

Corsair

A corsair is a pirate that hails from the near east continent in the Arrapago Reef. They rely on their martial prowess with a gun and their luck-based abilities...though some skillful “adjustments” may be present.

The corsair is an archetype of the gambler class.

Weapon Proficiencies: A corsair is proficient with simple firearms.

This ability modifies the starting gambler’s weapon proficiencies and replaces throwing cards.

Limit Break (Su): At 1st level, the corsair receives the Limit Break (Wild Card).

Wild Card (Su): This Limit Break allows the corsair to muster all the luck he can, creating a special set of cards that have a random effect. The corsair rolls a d6 and applies the appropriate effect to all allies within 30 feet of the corsair.

- On a roll of a 1 or 2: The corsair’s allies regain 1 use of each ability that has limited uses per day at 1st level. Increase the number of uses per day regained by 1 for every four gambler levels after 1st.
- On a roll of a 3 or 4: The corsair’s allies gain all the benefits of the above effect and also heal 1d8 hit points at 1st level and an additional 1d8 for every four gambler levels after 1st.
- On a roll of a 5: The corsair’s allies gain all the benefits of the above effects and also regain 1d4 MP and 1d6 stamina at 1st level and an additional 1d4 MP and 1d6 stamina for every four gambler levels after 1st.
- On a roll of a 6: The corsair’s allies gain all the benefits of the above effects and also restore 1 use of Limit Break.

This ability replaces the Limit Break (Slot Machine).

Gunsmith: At 1st level, the corsair gains one of the following firearms of his choice: trainee pistol, trainee rifle or trainee shotgun. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat the corsair’s gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it’s worth 4d10 gil when sold). The corsair also gains Gunsmithing and Amateur Gunner as bonus feats. A corsair uses his Charisma modifier instead of Wisdom for his grit pool.

This ability replaces gil toss.

Diminished Luck Pool (Su): At 1st level, the corsair gains a reservoir of luck points that he can draw upon to fuel his powers. This luck pool has a number of points equal to half his gambler level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the gambler rests for a full 8 hours. With these luck points, he can spend them to either reroll any single roll for himself with 1 luck point as an immediate action or take a swift action that does not count against the corsair’s normal limit of one swift action per round that can be used with gambler class features. This does not increase the normal limit of one swift cast spell per turn.

This ability modifies luck pool.

Phantom Roll (Su): Starting at 2nd level, the corsair may select 2 Phantom Rolls to add to his list of Rolls he can use and 1 additional Phantom Roll every two gambler levels after 2nd. As a move action that provokes attacks of opportunity, the corsair can activate a Phantom Roll of his choice from those he has available. He will roll 1d6 (that can be modified by Corsair abilities gain in future levels) to determine the potency of the roll and apply the result to all allies within 30 feet. The effect will last for a number of rounds equal to his Charisma

modifier and he can use this ability a number of times per day equal to 3 + his Charisma modifier. The corsair can only have 1 Phantom Roll active at any one time, activating a new Phantom Roll will overwrite the oldest active Phantom Roll. At 8th level, he can have 2 Phantom Rolls active at the same time. At 16th level, he can have 3 Phantom Rolls active at the same time.

This is not an Aura effect and only affects characters that are in range at the time of activation and persists even if the corsair becomes unconscious.

Rolling the unlucky number of 8 will result in the effect a +0 bonus for the duration of the ability.

Rolling a Bust of any number that is 12 or higher will result in a negative bonus for the duration of the ability and cannot be overwritten by a new roll.

- **Ninja Roll:** Gain a Luck bonus to AC.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1	+1	+2	-1
6th	+1	+2	+4	-2
12th	+2	+3	+6	-3
18th	+2	+4	+8	-4

- **Hunter's Roll:** Gain a Luck bonus to Attack rolls.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1	+1	+2	-1
6th	+1	+2	+4	-2
12th	+2	+3	+6	-3
18th	+2	+4	+8	-4

- **Chaos Roll:** Gain a Luck bonus to Physical Damage rolls.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1	+2	+3	-2
6th	+2	+4	+6	-4
12th	+3	+6	+9	-6
18th	+4	+8	+12	-8

- **Wizard's Roll:** Gain a Luck bonus to Magic Damage roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1	+2	+3	-2
6th	+2	+4	+6	-4
12th	+3	+6	+9	-6
18th	+4	+8	+12	-8

- **Healer's Roll:** Gain additional dice of the same type when using any spell or ability that causes the corsair or an ally to regain hit points that uses dice to determine the outcome.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
-------	----------	-------------------	---------	----------

2nd	+1 dice	+1 dice	+2 dice	-1 dice
6th	+1 dice	+2 dice	+4 dice	-2 dice
12th	+2 dice	+3 dice	+6 dice	-3 dice
18th	+2 dice	+4 dice	+8 dice	-4 dice

- **Choral Roll:** Gain a Luck bonus to Concentration checks.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+2	+4	+6	-4
6th	+4	+6	+10	-6
12th	+6	+8	+14	-8
18th	+8	+10	+18	-10

- **Warlock's Roll:** Gain a Luck bonus to Spell and Ability DC's.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1	+1	+2	-1
6th	+1	+2	+4	-2
12th	+2	+3	+6	-3
18th	+2	+4	+8	-4

- **Naturalist's Roll:** Increase the duration of any spell or ability with a duration of at least 1 round. If the duration of a spell or ability would become 0 or less due to a Bust then the spell or ability has no effect.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+1 round	+1 round	+2 rounds	-1 round
6th	+1 round	+2 rounds	+4 rounds	-2 rounds
12th	+2 rounds	+3 rounds	+6 rounds	-3 rounds
18th	+2 rounds	+4 rounds	+8 rounds	-4 rounds

- **Bolter's Roll:** Gain a Luck bonus to all movement speeds the recipients have. If this would reduce the speed to 0 or below, treat the speed as 5 instead.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
2nd	+10	+10	+20	-10
6th	+10	+20	+40	-20
12th	+20	+30	+60	-30
18th	+20	+40	+80	-40

- **Magus Roll:** Gain a Luck bonus to all Saves. *Prerequisite:* A corsair must be at least 6th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
6th	+1	+2	+4	-2
12th	+2	+3	+6	-3

18th	+2	+4	+8	-4
------	----	----	----	----

- **Evoker's Roll:** Restore MP each round. In the event of a Bust, instead lose MP each round.

Prerequisite: A corsair must be at least 6th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
6th	1	2	4	-2
12th	2	3	5	-3
18th	2	4	6	-4

- **Galant's Roll:** Gain Damage Reduction. In the event of a Bust, instead take additional damage.

Prerequisite: A corsair must be at least 6th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
6th	1/-	2/-	3/-	+2
12th	2/-	3/-	6/-	+4
18th	3/-	4/-	9/-	+6

- **Dancer's Roll:** Restore Hit Points each round. In the event of a Bust, instead lose Hit Points each round.

Prerequisite: A corsair must be at least 6th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
6th	2	4	6	-4
12th	3	6	9	-6
18th	4	8	12	-8

- **Tactician's Roll:** Restore Stamina each round. In the event of a Bust, instead lose Stamina each round.

Prerequisite: A corsair must be at least 6th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
6th	2	4	6	-4
12th	3	6	9	-6
18th	4	8	12	-8

- **Avenger's Roll:** Increase the number of attacks of opportunity made each round. *Prerequisite:* A corsair must be at least 12th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
12th	+2	+3	+4	-3
18th	+3	+4	+5	-4

- **Rogue's Roll:** Increase critical threat range. In the event of a Bust, instead decrease critical threat range, this can make it so a critical hit cannot score. This modification to critical threat range is applied after all other effects that modify critical threat range. *Prerequisite:* A corsair must be at least 12th level to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
12th	+1	+2	+3	-2

18th	+2	+3	+4	-3
------	----	----	----	----

- **Companion's Roll:** Restore Hit Points, Stamina and MP each round. In the event of a Bust, instead lose Hit Points, Stamina and MP each round. These bonuses do not stack with Evoker's Roll, Dancer's Roll or Tactician's Roll, only apply the best bonus. *Prerequisites:* A corsair must be at least 12th level and have Evoker's Roll, Dancer's Roll, and Tactician's Roll to select this roll.

Level	Roll 1-5	Roll 6-10 (not 8)	Roll 11	Roll 12+
12th	2	3	6	-3
18th	3	4	8	-4

This ability replaces gambler gambits.

Double-Up (Su): At 3rd level, as a free action, the corsair can choose to roll 1d6 and add it to the result of a Phantom Roll he has used this round. He can use this ability a number of times per day equal to half his gambler level + his Charisma modifier. This ability has no effect on any Phantom Roll that has Busted.

This ability replaces fortune's favor.

Quick Draw (Su): At 4th level, as a standard action, the corsair can shoot an elemental shot from his gun. He can use Quick Draw a number of times per day equal to 3 + his Charisma modifier. The DC of any attack from Quick Draw is 10 + half of his gambler's level + his Charisma modifier using his gambler level as his caster level and his Charisma as his casting stat. Quick Draw has a range equal to 5 feet x his gambler level.

The corsair treats this as casting his choice of *Aero II*, *Blizzard II*, *Fire II*, *Stone II*, *Thunder II* or *Water II*, chosen at the time of using Quick Draw.

At 8th level, the corsair can choose to shoot Light. Treat this as casting *Repose*. He also upgrades his Elemental Quick Draws to *Aero III*, *Blizzard III*, *Fire III*, *Stone III*, *Thunder III* and *Water III*.

At 12th level, the corsair can choose to shoot Dark. Treat this as casting *Dispel*. He also upgrades his Elemental Quick Draws to *Aero IV*, *Blizzard IV*, *Fire IV*, *Stone IV*, *Thunder IV* and *Water IV*.

This ability replaces sharpened cards.

Snake Eyes (Su): At 6th level, the corsair can choose to make his next Double-Up a guaranteed result of a 1. He must declare he is using Snake Eyes before he rolls. He can use Snakes eyes a number of times per day equal to his Charisma modifier (minimum 1).

This ability replaces lucky streak.

Lucky Deeds I (Ex): At 7th level, a corsair can select two additional gunner deeds which he can use with his Amateur Gunner feat. The corsair can choose one deed from the list of deeds available to 3rd-level gunners and one from the list available to 7th-level gunners.

This ability replaces know when to run.

Fold (Su): At 10th level, once per day as a swift action, the corsair can remove any 1 active Phantom Roll or Bust effect. He gains an additional use of Fold at 14th and 18th levels.

This ability replaces gil rain.

Enhanced Quick Draw (Su): At 13th level, when the corsair successfully hits a target with a quick draw, increase the duration of all status effects that originated from the matching element by 1 round.

This ability replaces all for nothing.

Random Deal (Su): At 14th level, once per day as a standard action, the corsair can restore 1 use of an ability to himself and each ally within 30 feet of any ability that has limited uses per day. He cannot restore the use of Random Deal with this ability, however.

This ability replaces check.

Lucky Deeds II (Ex): At 17th level, a corsair can select two additional gunner deeds which he can use with his Amateur Gunner feat. The corsair can choose one deed from the list of deeds available to 7th-level gunners and one from the list available to 11th-level gunners.

This ability replaces cheat.

Fudge (Su): At 18th level, once per day, the corsair can choose to increase the result of any dice rolled with Phantom Roll or Double-Up by 2. At 20th level, he can use Fudge twice per day.

This ability replaces skew favor.

Dice Swap (Su): At 20th level, at the start of each day, the corsair may roll a number of d6s equal to his Charisma modifier and record the results to use at a later point. At any time when he would roll a d6 for a Phantom Roll or Double-Up, he may choose to use one of these pre-rolled results instead of rolling the dice. Once the corsair has used one of the pre-rolled results, he cannot use that result again.

This ability replaces even the odds.