

Crescent Warrior

The Crescent Unit, proud warriors of the once-great Wutai nation, are renowned for both their combat prowess and their skill at carrying out acts of espionage. Whether wielding gunhalberds or gunlances, these warriors are able to swiftly level any enemy of their beloved nation.

The crescent warrior is an archetype of the gunbreaker class.

Gunsmith: The crescent warrior must choose a gunhalberd or gunlance for his starting gun arm.

This ability modifies gunsmith.

Jump (Ex): At 1st level, a crescent warrior trains to emulate a dragon's ability to fly; the result is the ability to leap astounding and nearly supernatural distances. The crescent warrior adds his gunbreaker levels to all Acrobatic skill checks for jumping. A crescent warrior's ability to jump with his Acrobatic checks is always treated as though he got a running start and as though he has the Run feat, regardless of whether or not he actually gets a running start. In addition, the crescent warrior may jump as part of a charge action, allowing him to ignore difficult terrain for the distance he jumps. A crescent warrior's maximum jump distance is 2x his base speed, as if he were charging.

Beginning at 4th level, the DC multiplier for a high jump is reduced by 1, from 4 to 3. This reduction improves by 1 every seven gunbreaker levels thereafter, resulting in a multiplier of 2 at 11th level, and a multiplier of 1 at 18th level. While jumping, a crescent warrior does not provoke attacks of opportunity unless he passes through a square threatened by a flying creature he is not attacking directly, or if he began jumping while adjacent to an enemy creature. If a crescent warrior is hit in this manner, he falls prone in the square within which he was hit.

This ability replaces *aurora*.

Gunbreaker Talents: The crescent warrior gains access to different gunbreaker talents in place of another.

Jump Mastery (Ex): The crescent warrior gains a bonus to Acrobatic checks equal to his Wisdom modifier.

Jumping Fire (Ex): When the crescent warrior jumps as part of a charge, he can fire the firearm part of his weapon mid-jump as a swift action; this attack is made at a -4 penalty, and must target the enemy he is charging.

These talents replace *beat fang* and *lightning shot* gunbreaker talents.

Deadly Lancer (Ex): At 3rd level, the crescent warrior has learned how to use his momentum whilst jumping to deliver deeper, more painful attacks. As a move action before a melee attack with a gunhalberd/gunlance, or as part of a charge, the crescent warrior may make an Acrobatics check to jump, with a DC equal to his target's CMD. For each size category the target is larger than the crescent warrior, the DC increases by +2. If the crescent warrior beats the DC, he moves forward to make the jump and gains a +1 dodge bonus to AC for one round, a +1 circumstance bonus on his attack roll that round, and deals an extra 1d6 points of damage. By every five the crescent warrior beats the DC, he gains an additional +1 bonus to his AC and attack roll, and deals an additional 1d6 damage. This bonus, and the amount of extra dice, cannot exceed the gunbreaker's level. This additional damage is not multiplied on a critical hit. When using *Deadly Lancer*, the crescent warrior cannot benefit from *Vital Strike*.

This ability replaces *jugular rip*.

Sweeping Fend (Ex): At 7th level, when using a gunhalberd or gunlance to make a trip maneuver, a crescent warrior may add -4 penalty on the trip attempt to treat his weapon as if it had the trip and reach weapon features. In addition, he receives a +4 bonus to his CMD when resisting bull rush or trip attempts. The penalty lessens by 1 at level 11, and a further 1 every four gunbreaker levels afterward.

This ability replaces improved aurora.

Landing Swing (Ex): At 10th level, when the crescent warrior performs a jump as part of a charge attack, he can choose to take a -4 penalty to AC and attack rolls for 1 round, as well as give up the AC and attack roll bonus from deadly lancer; in return, at the end of the charge, he may use a gun arm technique that requires a standard action. This ability can be used a number of times per day equal to the crescent warrior's Wisdom modifier.

This ability replaces continuation.

Springing Charge (Ex): At 13th level, when the crescent warrior jumps a distance of 10 or more feet using a charge action, he may continue to move after the attack up to a maximum distance of his base speed. While moving in this way, the crescent warrior does not provoke attacks of opportunity from the target of his attack. A crescent warrior cannot use this ability to attack a foe that is adjacent to him at the start of his turn.

This ability replaces greater aurora.

Mighty Charge (Ex): At 17th level, a crescent warrior learns to make devastating charge attacks while jumping. Double the critical threat range of a gunhalberd or gunlance wielded during a charge while jumping. This increase does not stack with other effects that increase the threat range of the weapon. In addition, if his charge attack is successful, the crescent warrior can make a bull rush, disarm, sunder, or trip combat maneuver as a free action. This combat maneuver does not provoke an attack of opportunity.

This ability replaces perfect aurora.

Leaping Charge (Ex): At 20th level, the crescent warrior has fully mastered the art of charging his enemies from the skies. After jumping a distance of 10 or more feet using a charge action, the crescent warrior's charge deals double the normal amount of damage. In addition, if the crescent warrior confirms a critical hit on a charge attack, the target is stunned for 1d4 rounds. A Fortitude save reduces this to staggered for 1d4 rounds. The DC is equal to 20 + his Wisdom modifier.

This ability replaces lion heart.