

## Crimsonbreaker

*These gun arm wielders specialize in wielding double-bladed gunblades, attacking with a flurry of crimson-edged swings whilst firing from range on their unsuspecting foes.*

The crimsonbreaker is an archetype of the gunbreaker class.

**Armor Proficiency:** The crimson breaker loses heavy armor proficiency.

This ability modifies the gunbreaker's starting armor proficiencies.

**Gunsmith:** The crimsonbreaker must choose double gunblade as his starting gun arm.

This ability modifies gunsmith.

**Double Weapon Training (Ex):** At 2nd level, the crimson breaker gains Two Weapon Fighting as a bonus feat without needing to meet the prerequisite when wielding a double gunblade gun arm. At 6th level, he gains Improved Two Weapon Fighting as a bonus feat. The firearm of the gun arm is also treated as light to determine bonuses from two weapon fighting.

This ability replaces keen edge and a gunbreaker talent gained at 6th level.

**Gun Arm Mastery (Ex):** The following replaces the Parry Mastery choice from gun arm mastery.

- **Blade Mastery:** Decrease the penalty from two weapon fighting by 1.

**Crimson Flurry (Ex):** At 11th level, the crimson breaker gains Greater Two Weapon Fighting as a bonus feat when wielding a double gunblade gun arm, and when he performs a full attack action with this weapon, he adds his Wisdom modifier to the attack rolls.

This ability replaces royal guard.