

Field Specialist

Some medics specializes in supporting the battlefield at a distance with firearms rather than up-close and personal.

The field specialist is an archetype of the medic class.

Limit Break (Su): At 1st level, the field specialist receives the Limit Break (Keen Shot).

Keen Shot (Su): This Limit Break allows the field specialist to make precise strikes to deal vital damage to his opponents. For a duration of 1 round + 1 round per four medic levels after 1st, the field specialist deals an extra + 1d6 points of damage on any successful attacks with an additional + 1d6 per four medic levels after 1st. In addition, any vital shot extra damage does not require his opponent to be denied a Dexterity bonus to AC to deal this extra damage while this limit break is in effect. This limit break requires only a swift action.

This ability modifies the Limit Break (Keen Eye).

Medic Gunner: At 1st level, the field specialist gains Amateur Gunslinger and Gunsmithing as bonus feats. Additionally, he also gains a battered gun identical to the one gained by the gunner.

This ability replaces medical specialist.

Gunner Style (Ex): At 1st level, the field specialist is treated as having one of the following feats: Deadly Aim, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, and Rapid Shot, even if she does not have the normal prerequisites for that feat. The benefits of this ability apply only when she wears light or no armor. She loses all benefits of this ability when wearing medium or heavy armor.

This ability replaces finesse training.

Gunnery Talents (Ex): As a field specialist gains experience, he learns a number of talents that aid his marksmanship skills. Starting at 2nd level, a field specialist gains one gunnery talent or medical practice. He gains an additional gunnery talent or medical practice for every two levels of medic attained after 2nd level. A field specialist must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once.

This ability may replace medical practices.

Vital Shot (Ex): Beginning of 2nd level, the field specialist learns how to make a vital shot, dealing extra damage. The field specialist's attack deals extra damage (called "precision damage") anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). This extra damage is 1d6 at 2nd level, and increases by 1d6 every three medic levels thereafter. Should the field specialist score a critical hit with a vital shot, this extra damage is not multiplied. A field specialist may only use vital shot with firearms and only within the first range increment. This stacks with the thief's sneak attack and similar abilities.

This ability replaces surgical precision.

Nimble (Ex): Starting at 2nd level, a field specialist gains a +1 dodge bonus to AC while wielding a firearm. This bonus increases by +1 for every three levels, to a maximum of +7 at 20th level.

This ability replaces evasive.

Field Medic Expertise (Ex): At 3rd level and every three levels thereafter, a field specialist gains a +1 bonus to Heal skill checks. In addition, the field specialist can take 10 on Heal skill checks even if stress and distractions would normally prevent him from doing so.

This ability replaces combat medic techniques and advanced combat medic techniques.

Gun Training (Ex): At 5th level, a field specialist can select one specific type of firearm (such as standard pistol and standard rifle). He gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when he misfires with that type of firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1.

This ability replaces injections and formulating solution.

Specialist Deed I (Ex): At 7th level, a field specialist gains the following deed. This deed works and interacts with grit the same way as gunner deeds, but only the field specialist can use it. If the field specialist also has levels in gunner, he can spend grit points from that class to use this deed.

Hamstring Shot (Ex): At 7th level, as a standard action, a field specialist can make a called shot attack to a target's legs. If successful, it deals normal damage and reduces the target's land speed by one-third (to a minimum of 5 feet). A successful Heal (DC 15) check removes this movement penalty. Performing this deed costs 1 grit point.

This ability replaces precision expertise.

Medical Grit (Ex): At 10th level, a field specialist gains a number of grit points equal to his Wisdom modifier (minimum 1) and gains the use of a single gunner deed. He can select any deed that a gunner of his medic level could use.

At 15th level, and every two levels beyond 15th, the field specialist gains another point of grit and another gunner deed that a gunner of his level could use. If he already has levels in gunner, he gains a bonus to the maximum amount of grit he can have each day, equal to his Wisdom bonus (if any) but gains no extra grit as the start of each day.

This ability replaces improved injections and superior injections.

Specialist Deed II (Ex): At 13th level, a field specialist gains the following deed. This deed works and interacts with grit the same way as gunner deeds, but only the field specialist can use it. If the field specialist also has levels in gunner, he can spend grit points from that class to use this deed.

Long Range Vital Shot (Ex): At 13th level, a field specialist can double the range at which he deals extra damage from a sneak attack or vital shot (from 30 feet to 60 feet) with a firearm by spending 1 grit point.

This ability replaces penetrating strike.