

Guardian Corps

Within their assigned jurisdictions, the soldiers of the Guardian Corps fulfill the role of police officers and protectors, working to both eliminate criminal activity and put down rampaging wildlife. Their choice of weapon, the assault gunblade, allows them to fulfil their role both up-close and at-range.

The guardian corps is an archetype of the gunbreaker class.

Gunsmith: The guardian corps must choose an assault gunblade as his starting gun arm.

This ability modifies gunsmith.

Rapid Shot: At 3rd level, a guardian corps gains Rapid Shot as a bonus feat. He does not need to meet the prerequisites. If the guardian corps already has this feat, he may pick another Combat feat for which he meets the prerequisites.

This ability replaces jugular rip.

Gunbreaker Talents: The guardian corps gains a couple of gunbreaker talents in place of another.

Blazefire Sabre (Ex): When making a full attack action that includes at least one melee attack, the guardian corps can, as a swift action, take a 5-ft.-step and make an additional ranged attack at a -4 penalty; neither the movement nor ranged attack provoke attacks of opportunity. After the attack is resolved, he can also form-switch his gunblade as a free action.

Mystic Barret (Su): When using automatic fire or semi-automatic fire, the guardian corps can change the element of his firearm's damage to any element he wishes as a swift action. (Earth, fire, ice, lightning, water, or wind.)

These talents replace beat fang and lightning shot gunbreaker talents.

Army of One (Ex): At 10th level, the guardian corps can execute a focused assault against a single target in melee range; he may make an additional melee attack and firearm attack as part of a full attack action (that targets a single foe). All attacks made during this are at a -3 penalty, and his AC is lowered by -4 until the start of his next turn. This ability can be used a number of times per day equal to his Wisdom modifier.

This ability replaces continuation.

Legion of One (Su): At 20th level, the guardian corps's mastery of his assault gunblade becomes legendary. He can form switch his assault gunblade as a free action, and when using his Army of One ability, he gains a bonus ranged touch attack at the end of his full attack; the bonus shot deals 5d10 additional points of fire damage. In addition, all aurora usage costs are lowered by 1 (minimum 1).

This ability replaces lion heart.