

Gunbreaker

Fast, deadly and explosive. The gunbreaker is a warrior who jumps into the fray to protect his allies while utilizing the special gun arms, to break through enemy lines with their explosive blades or fire from range while protecting the back lines. Most gunbreakers are high ranking officers or guardians of an aristocratic, as the exotic and powerful nature of the gun arms is awed by many.

Role: Close melee combatants that can be helpful both in melee and at range by using a gun arm to do either or both of these, and using enhanced bullets to aid themselves and allies. They tend to be very aggressive on the battlefield and provide support where needed. Some are dedicated protectors, only deciding to use the full power of their gun arm when truly threatened.

Alignment: Any.

Hit Die: d10.

Parent Classes: Gunner and Knight.

Starting Wealth: 5d6 × 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The gunbreaker's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (technology) (Int), Perception (Wis), Profession (Wis), Repair (Int), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier

Table: The Gunbreaker

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Magicked Ammo	Ammo Damage
1 st	+1	+2	+2	+0	Aurora, Gunsmith, Magicked Ammo, Limit Breaks	3	+1
2 nd	+2	+3	+3	+0	Gunbreaker Talent, Keen Edge	3	+1
3 rd	+3	+3	+3	+1	Gun Arm Technique, Jugular Rip, Heart of Stone	3	+1
4 th	+4	+4	+4	+1	Gunbreaker Talent, Armor Training I	4	+1
5 th	+5	+4	+4	+1	Gun Arm Mastery I, <u>Quick Cartridge</u>	4	+2
6 th	+6/+1	+5	+5	+2	Gunbreaker Talent, <u>Quick Cartridge</u> , <u>Gunsmith Modification</u> , Gun Arm Technique	4	+2
7 th	+7/+2	+5	+5	+2	Improved Aurora	5	+2
8 th	+8/+3	+6	+6	+2	Gunbreaker Talent, Armor Training II	5	+2
9 th	+9/+4	+6	+6	+3	Heart of Light, Gun Arm Technique	6	+ 3 2
10 th	+10/+5	+7	+7	+3	Gunbreaker Talent, Continuation, Gun Arm Mastery II	6	+3
11 th	+11/+6/+1	+7	+7	+3	Royal Guard	7	+3
12 th	+12/+7/+2	+8	+8	+4	Advanced Gunbreaker Talent, Gun Arm Technique, Armor Training III, <u>Gunsmith Modification</u>	7	+3

13 th	+13/+8/+3	+8	+8	+4	Greater Aurora	8	+43
14 th	+14/+9/+4	+9	+9	+4	Advanced Gunbreaker Talent, Gnashing Fang	9	+43
15 th	+15/+10/+5	+9	+9	+5	Royal Guard (10 ft.), Gun Arm Technique, Gun Arm Mastery III	11	+4
16 th	+16/+11/+6/+1	+10	+10	+5	Advanced Gunbreaker Talent, Armor Training IV	13	+4
17 th	+17/+12/+7/+2	+10	+10	+5	Perfect Aurora	16	+54
18 th	+18/+13/+8/+3	+11	+11	+6	Advanced Gunbreaker Talent, Gun Arm Technique, <u>Gunsmith Modification</u>	19	+54
19 th	+19/+14/+9/+4	+11	+11	+6	Solid Barrel	Capacity	+54
20 th	+20/+15/+10/+5	+12	+12	+6	Advanced Gunbreaker Talent, Armor Training V, Gun Arm Mastery IV, Royal Guard (20 ft.), Lion Heart	Capacity	+5

Class Features

All of the following are class features of the gunbreaker.

Weapon and Armor Proficiency: A gunbreaker is proficient with all simple weapons and all gun arms, and with all armor (light, medium, and heavy) and shields (except tower shields).

Limit Breaks (Su): At 1st level, the gunbreaker receives the Limit Breaks (No Mercy and Superbolide).

No Mercy (Su): This Limit Break sends the gunbreaker into a relentless fury, granting him a +2 circumstance bonus on attack and damage rolls and increases his critical threat range with gun arms by 1 for a duration of 1 round + 1 round per four gunbreaker levels after 1st. For every four gunbreaker levels after 1st, the bonus to attack and damage rolls increases by 2. These bonuses apply to both the melee and firearm parts of a gun arm and the critical threat range increase is applied after all other effects that increase critical threat range. This limit break requires only a swift action.

Superbolide (Su): This Limit Break puts up a magical shield that protects the gunbreaker from attacks. Anytime the gunbreaker would take damage, the shield is damaged instead. The shield has a number of hit points equal to the gunbreaker's level + 10 and has a hardness of 2. The hit points increase by 10 and the hardness increases by 2 per four gunbreaker levels after 1st for a duration of 1 round + 1 round per four gunbreaker levels after 1st or until destroyed or the end of combat. This limit break requires only a swift action.

Gunsmith: At 1st level, a gunbreaker begins play with a gun arm of his choice. His starting weapon's firearm part is battered, receiving a -2 penalty on ranged attacks, and only he knows how to use it properly. All other creatures treat his gun arm 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 gunbreaker also gains Gunsmithing as a bonus feat. At 6th level and every six gunbreaker levels thereafter, a gunbreaker can reconfigure his gun arms with a single modification by spending 1 hour of work. He may reconfigure his gun arms as many times as he likes but is only granted up to 3 (at 18th level) of the following benefits at a time:

- Big Shot: Whenever the gunbreaker infuses magicked ammo, he designates the first round as a Big Shot. When used with a firearm attack increase the number of firearm damage dice by 1. When used as part of a Gun Arm Technique, increase the number of damage dice by 1. The gunbreaker cannot designate a Big Shot when there is still magicked ammo active within the gun arm at the time of infusing. This modification can only be taken once. **Cost:** 2,500 gil.



- *Brutally Weighted*: Bludgeoning weapons with this modification cause a creature to be hit to take a -2 penalty to its CMD against bull rush, reposition, and trip maneuvers until the end of its next turn or until it is subject to such a maneuver. **Cost: 1,500 gil.**
- *Clearing Mechanism*: This modification allows the gunbreaker to remove the broken condition from this gun arm as a full-round action, as long as that condition was gained by a firearm misfire. This modification can only be taken once. **Cost: 1,500 gil.**
- *Dual-Balanced*: When wielding two weapons with the dual-balanced modification, reduce any two-weapon fighting penalties by 1 for both weapons. **Cost: 2,000 gil.**
- *Greater Ammo Capacity*: The reconfigured weapon can hold 50% more ammunition than normal. This modification can only be taken once. **Cost: 1,500 gil.**
- *Pressurized Chamber*: When the gunbreaker makes an Acrobatics check to jump, he can blast out a round of magicked ammo to gain a +5 circumstance bonus on his roll. When used with any shotgun combination gunarm, increase this to +10. This modification can only be taken once. **Cost: 2,500 gil.**
- *Razor Sharp*: Gain +1 bonus on piercing or slashing melee weapon damage rolls. **Cost: 1,000 gil.**
- *Resonance Blade*: Removes the penalty from trigger attacks. **Cost: 2,000 gil.**
- *Rifled Bore*: Increase the range of the firearm part of the gun arm by 10 feet. **Cost: 1,000 gil.**
- *Spring-Loaded Cylinder*: Loading becomes a swift action. Only for cylinder-based gun arms. This modification can only be taken once. **Cost: 1,500 gil.**
- *Tactically Adapted*: When this modification is added to a weapon, choose a weapon quality from the following list to gain: blocking, brace, disarm, distracting, nonlethal, performance, or trip. **Cost: 2,000 gil.**
- *Versatile Design*: Choose a fighter weapon group. This modification treats the gun arm as a part of that weapon group. This modification can only be taken once. **Cost: 1,000 gil.**

Magicked Ammo (Su): The gunbreaker is able to infuse ammo he sets into his gun arm with magical energy. Whenever he loads a gun arm, a portion of the gun arm's ammunition is infused and can be used to deal extra damage or used to activate abilities. As noted on the **Table: The Gunbreaker**, the gunbreaker infuses up to an amount of bullets upon loading a gun arm per level. Depending on the gun arm, this can be all of the gun arm's ammo capacity. When the gunbreaker reaches 19th level, all ammo regardless of capacity is infused. If the gunbreaker has plenty of ammo left and none infused, he can always take a move action to infuse his remaining ammo in his gun arm by running his hand over the weapon. He can infuse an amount of ammo equal to the amount he gets from reloading, assuming he has the ammo to infuse. He can never have more magicked ammo available than his max.

When the gunbreaker loads his gun arm, the first set of bullets is always infused first. Meaning the bullets that are spent first are the bullets that are infused. Infused bullets naturally deal an additional 1 point of damage and is considered magic for the purpose of bypassing DR. At 5th level and every four gunbreaker levels thereafter, this extra damage increases by 1. The gunbreaker may also use infused ammo to use the following abilities starting at 1st level:
~~When the gunbreaker loads his gun arm, the first set of bullets is always infused first. Meaning the bullets that are spent first are the bullets that are infused. Infused bullets naturally deal an additional 1 point of damage and is considered magic for the purpose of bypassing DR. At 5th level and every five gunbreaker levels thereafter, this extra damage increases by 1.~~

- *Blast Shield (Su)*: As a standard action, the gunbreaker can expend 2 infused bullets to erect a shield around himself or an ally within 15 feet, granting a +2 deflection bonus to AC or a +2 resistance bonus to saving throws for a number of rounds equal to the gunbreaker's Wisdom modifier. At 4th level, and every three levels thereafter, the bonus is increased by +1 to a maximum of +8 at 19th level.
- *Brutal Shell (Su)*: When the gunbreaker fires an infused bullet, he can instead have the bullet expose its energy to shield himself or an ally. Instead of dealing damage, the bullet instead grants temporary hit points equal to 5 + his Wisdom modifier to himself or an ally within 15 feet. No ranged attack is needed for this ability. These temporary hit points last until lost or after 1 minute. At 6th level, he may spend a

second infused bullet to make it 10 + Wisdom modifier, 11th level can spend three bullets for 15 + Wisdom modifier, and 16th level can spend four bullets for 20 + Wisdom modifier.

Aurora (Su): Also at 1st level, as a swift action, the gunbreaker can expose his magical energy around him to heal and protect him. He gains fast healing 12 and a +1 deflection bonus to AC. These bonuses increase by 21/+1 at 4th level and every three gunbreaker levels thereafter. This ability lasts for a number of rounds equal to his Wisdom modifier and can be used a number of times per day equal to 3 + his Wisdom modifier.

Keen Edge (Ex): At 2nd level, the gunbreaker gains the ability to use his gun arm to help defend himself. When wielding a gun arm, he gains a +1 shield bonus to AC. This bonus increases by 1 for every four gunbreaker levels after 2nd. This stacks with other shield bonuses.

Gunbreaker Talents: As the gunbreaker trains, he learns to talents to increase his mastery. At 2nd level and every two gunbreaker levels thereafter, the gunbreaker gains a talent from the list below. He must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once.

Agile Armaments (Ex): The gunbreaker chooses one kind of light or one-handed gun arm. When wielding his chosen weapon one-handed, he can add his Dexterity modifier instead of his Strength modifier to that weapon's damage. The weapon must be one appropriate for his size. He only gains this benefit by having his off-hand (or hands) free or wielding nothing but a light shield or buckler.

Athletic Physique (Ex): A gunbreaker may treat his Strength score as his Dexterity for the purposes of feat requirements.

Baring Fangs (Ex): The gunbreaker adds his Wisdom modifier to his Intimidate rolls skill checks. This is in addition to the Charisma modifier already added to the skill. ~~and can use Intimidate to demoralize or antagonize as a swift action.~~

Beat Fang (Ex): When using a gun arm with a trigger attack, the gunbreaker can fire the gun arm's trigger attack as a melee touch attack in place of a regular melee attack, dealing its firearm damage. The trigger attack uses the gun arm's melee critical hit range and multiplier for this attack.

Camouflage (Ex): When the gunbreaker performs a gun arm technique, he gains a 10% miss chance for 1 round as the left over magic or explosion shrouds him. **Prerequisite:** The gunbreaker must have a gun arm technique to select this talent.

Cartridge Charge (Su): When affected by a hostile spell or spell-like ability, the gunbreaker may infuse ammo up to half his Wisdom modifier (minimum 1). This does not allow him to have more infused than his maximum.

Close Combat Shot (Ex): The gunbreaker's ranged attack no longer provoke attacks of opportunity from being in an enemy's threatened square. **Prerequisites:** The gunbreaker must have ranged combat training gunbreaker talent and must be at least 10th level to select this talent.

Combat Ready: A gunbreaker that selects this talent gains a bonus combat feat. This talent can be selected only once.

~~*Combat Ready:* A gunbreaker that selects this talent gains a bonus combat feat.~~

Extra Aurora (Su): The gunbreaker gains ~~two~~ additional uses of his Aurora class feature. **Prerequisite:** The gunbreaker must have the Aurora class feature to select this talent.

Flourishing Assault (Ex): During a full-round attack, the gunbreaker can expend 3 magicked ammo to be granted one additional attack at his highest base attack bonus when wielding a one-handed gun arm and having his off-hand (or hands) free or wielding nothing but a light shield. This additional attack cannot be used in conjunction with Two-Weapon fighting, or shield bashes. At 11th level, the gunbreaker can expend 3 additional magicked ammo to grant a second additional attack at a -5 penalty. This ability does not stack with haste or similar effects that add extra attacks to a full attack.

Flurry of Swings (Ex): During a full-round attack, the gunbreaker can expend 3 magicked ammo to be granted one additional attack at his highest base attack bonus when wielding a two-handed gun arm. This additional attack cannot be used to make trigger attacks. At 11th level, he can expend additional 3 magicked ammo for a second additional attack at a -5. This ability does not stack with haste or similar effects that add extra attacks to a full attack.

Improved Form-Switch (Ex): The gunbreaker can use form-switch as a move action instead or once as a free action during a full attack. When taking the full attack action, he may treat the other form as an off-hand weapon for an extra attack, but may only gain this one regardless of any two-weapon fighting feats he may have. The gunbreaker can use form switch as a move action instead.

Light Armor Training (Ex): The gunbreaker's movement speed is increased by 5 feet while in light or medium armor.

Lightning Shot (Su): When using a gun arm that has a trigger attack, the gunbreaker can make a ranged touch attack on an enemy within 30 feet instead of a regular attack. This deals the gun arm's firearm damage on a successful hit. The trigger attack uses the gun arm's melee critical hit range and multiplier for this attack. **Prerequisite:** The gunbreaker must have the beat fang gunbreaker talent to select this talent.

~~Not a valid talent name. Use the same check against all enemies within a 30-ft.-radius of the gunbreaker. Prerequisite: The gunbreaker must have the threat control gunbreaker talent or Antagonize feat to select this talent.~~

Offensive Verbiage (Ex): This talent allows the gunbreaker to make all around him feel anger towards him. When using the Antagonize feat, use the same check against all enemies within a 30-ft.-radius of the gunbreaker. **Prerequisite:** The gunbreaker must have the threat control gunbreaker talent or Antagonize feat to select this talent.

Quick Insult (Ex): This talent allows the gunbreaker to find the best words to use against his targets. The gunbreaker may use the Antagonize feat as a swift action instead of a standard or move action. **Prerequisites:** The gunbreaker must have the threat control gunbreaker talent or Antagonize feat and the antagonistic personality gunbreaker talent to select this talent.

Ranged Combat Training (Ex): The gunbreaker gains Precise Shot as a bonus feat. The gunbreaker does not need to meet the prerequisites for this bonus feat.

Ready to Gouge (Ex): The gunbreaker's critical hits can now inflict *Blind* on the target for 1 round. He can only apply the status effect once per critical hit. Multiple critical hits do not increase the duration. **Prerequisites:** The gunbreaker must have the ready to rip gunbreaker talent, ready to tear gunbreaker talent, and must be at least 10th level to select this talent.

Ready to Rip (Ex): The gunbreaker's gains a +2 bonus to critical hit confirmation rolls with a gun arm.

Ready to Tear (Ex): The gunbreaker's critical hits can now inflict 1d4 points of bleed damage on the target for 1 minute. He can only apply the status effect once per critical hit. Multiple critical hits do not increase the duration. **Prerequisites:** The gunbreaker must have the ready to rip gunbreaker talent and must be at least 8th level to select this talent.

Savage Claw (Ex): The gunbreaker's firearm deals half its damage to adjacent creatures of the target he hits. **Prerequisite:** The gunbreaker must be at least 8th level to select this talent.

Swift Infuse (Su): ~~The gunbreaker can infuse magicked ammo in his gun arm even quicker. If his reload speed is a move action, it becomes a swift action. If a swift action, he can infuse once per turn as a free action.~~ The gunbreaker can infuse magicked ammo in his gun arm as a swift action instead of a move action.

Threat Control (Ex): The gunbreaker gains the Antagonize feat as a bonus feat. Additionally, for every 5 the gunbreaker beats the DC, he antagonizes the target for 1 additional round. The antagonize condition does not end after 1 attack, only ends when the duration ends.

Uncanny Dodge (Ex): The gunbreaker can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A gunbreaker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a gunbreaker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Wicked Talon (Ex): The gunbreaker can reroll 1's on damage rolls with both melee and firearm damage of a gun arm.

Gun Arm Technique (Su): ~~At 3rd level and every three gunbreaker levels thereafter, the gunbreaker chooses to go down a path to enhance his ability with his gun arms. These are special techniques that can only be used with a gun arm a number of times per day equal to 3 + his Wisdom modifier. At 3rd level and every three gunbreaker levels thereafter, the gunbreaker chooses to go down a path to enhance his ability with his gun arms. These are special techniques that can only be used with a gun arm and most expends infused ammo to use. The gunbreaker must meet the prerequisites to choose a gun arm technique and must have enough magicked ammo to choose and use the technique.~~

~~*Blast Shield (Su):* As a standard action, the gunbreaker can fire his gun arm to erect a shield around himself or an ally within 15 feet, granting a +2 deflection bonus to AC or a +2 resistance bonus to saving throws for a number of rounds equal to the gunbreaker's Wisdom modifier. **Magicked Ammo Cost: 2.**~~

~~*Bloodfest (Su):* As a standard action, the gunbreaker charges his gun arm and swings twice to cause eruptions in the ground, dealing 1d6 points of fire damage and 1d6 points of lightning damage plus an additional 1d6 damage of each type for every ~~three~~four gunbreaker levels he possesses to all in a cross of two lines, 5-ft.-wide, 35-ft.-long, perpendicular to each other, intersecting at the center. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) reduces this damage by half. Those who fail the save are *Nauseated* for 1 round. This ability has a range of 50 feet. **Prerequisites:** The gunbreaker must have the fire cross gun arm technique and must be at least 12th level to select this technique. **Magicked Ammo Cost: 6.**~~

~~*Danger Zone (Su):* As a standard action, the gunbreaker fires infused ammo to bring forth a burning blade from his gun arm and swings it down in front of him in a 5-ft.-wide, 60-ft.-line, dealing 1d10 points of~~

fire damage for every two gunbreaker levels he possesses. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) reduces this damage by half. ~~Magicked Ammo Cost: 3.~~

Demon Slaughter (Su): As a standard action, the gunbreaker can unleash a whirlwind in front of him, dealing 1d6 points of fire damage and 1d6 points of wind damage plus an additional 1d6 damage of each type for every ~~every three~~ four gunbreaker levels he possesses to all enemies in a 30-ft.-cone in front of him. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) reduces this damage by half. Those who fail the save are knocked prone. **Prerequisites:** The gunbreaker must have the demon slice gun arm technique and must be at least 12th level to select this technique. ~~Magicked Ammo Cost: 6.~~

Demon Slice (Su): As a standard action, the gunbreaker can swing his gun arm in a large, wide arc to blast all enemies close by with energy from his gun arm. He deals 1d10 points of fire damage for every two gunbreaker levels in a 30-ft.-cone. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) reduces this damage by half. ~~Magicked Ammo Cost: 3.~~

Divide (Su): As a standard action, the gunbreaker can bring his blade up with an upward strike, blowing away a target. He makes a single melee attack against a target within reach and, if successful, he deals ~~normal~~ double melee weapon damage with his gun arm plus his gun arm's firearm damage to the target and the gunbreaker gets a free trip attempt on the target. The gunbreaker is not tripped in return if he fails. If the target is immune to being tripped, it is instead pushed back 5 feet, if able. ~~Magicked Ammo Cost: 3.~~

Fated Circle (Su): As a standard action, the gunbreaker can charge energy from the ammo into his gun arm and swing it around furiously, dealing 1d6 points of fire damage and 1d6 points of lightning damage plus 1d6 damage of each type for every ~~three~~ four gunbreaker levels he possesses to all enemies in a 20-ft.-radius around the gunbreaker. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) reduces this damage by half. Those who fail the save are *staggered* for 1 round. **Prerequisite:** The gunbreaker must be at least 9th level to select this technique. ~~Magicked Ammo Cost: 6.~~

Fire Cross (Su): As a standard action, the gunbreaker swings his gun arm in front of him to form an X of fire that floats in front of him and flies forward after the second swing. The gunbreaker makes a ranged touch attack against a target within 30 feet and, if successful, he deals 1d6 ~~2~~ points of fire damage for every two gunbreaker levels that he possesses. and inflicts the *Burning* status effect for a number of rounds equal to the gunbreaker's Wisdom modifier. A successful Reflex save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) negates the status effect. ~~Magicked Ammo Cost: 3.~~

Rough Divide (Su): As a standard action, the gunbreaker can leap forward at blinding speed, bringing his blade up with an upward strike that send rifts into the ground and upward onto his target. He can move up to his movement speed without provoking attacks of opportunity and makes a single melee attack against a target within reach. If successful, he deals ~~triple~~ normal melee weapon damage with his gun arm and double plus two times his gun arm's firearm damage to the target. The target must make a Fortitude save (DC 10 + half of the gunbreaker's level + his Wisdom modifier) or be *Stunned* for 1 round. **Prerequisites:** The gunbreaker must have the divide gun arm technique and must be at least 12th level to select this technique. ~~Magicked Ammo Cost: 6.~~

Heart of Stone (Su): The gunbreaker's fortitude is greatly increased through his training. At 3rd level, he adds his Wisdom modifier as a bonus to all Fortitude saving throws. This does not stack with any other ability that applies a modifier to Fortitude saves.

Jugular Rip (Ex): At 3rd level, when the gunbreaker confirms a critical hit with a melee attack with a gun arm, he infuses an amount of magicked ammo in his gun arm up to the maximum he can infuse with his magicked ammo ability.

Armor Training (Ex): At 4th level, the gunbreaker further trains himself in the use of armor to protect himself and allies. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (8th, 12th, 16th and 20th), these bonuses increase by +1 each time, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed. In addition, a gunbreaker can also move at his normal speed while wearing medium armor. At 8th level, a gunbreaker can move at his normal speed while wearing heavy armor.

Gun Arm Mastery (Ex): At 5th level, the gunbreaker has gained enough training with gun arms to make his way of fighting with them his own. At 5th level and every five gunbreaker levels thereafter, he chooses a mastery below to apply to all gun arms he wields. He can choose a mastery multiple times unless otherwise noted.

- **Blasting Bullets:** The gunbreaker adds his Wisdom modifier to damage rolls of all gun arm techniques. This mastery can only be chosen once.
- **Bloody Fangs:** The gunbreaker adds his Wisdom modifier to the damage rolls of damage made from trigger attacks. This mastery can only be chosen once.
- **Parry Mastery:** Increases the shield bonus from the gunbreaker's keen edge ability by 1.
- **Power Mastery:** Increases damage rolls with both melee and firearm damage of gun arms by 1.
- **Technique Mastery:** Increases the DC of gun arm techniques by 1.
- **Trained Shots:** The gunbreaker adds his Dexterity modifier to firearm damage rolls made from gun arms. This does not effect weapons with a trigger attack. This mastery can only be chosen once.

Quick Cartridge (Ex): At 56th level, the gunbreaker has learned to stay focused and make it seem as if he's not letting up even when he reloads. A gunbreaker reloading a gun arm no longer provokes an attack of opportunity while in an enemy's threatened square.

Improved Aurora (Su): At 7th level, the gunbreaker's aurora ability can be used on an ally he can see within 15 feet. Only one instance of this ability can be up at any given time. If another aurora is cast on another target, the first instance ends. In addition, he can spend two uses of the ability to instead heal himself or an ally within 15 feet equal to four times the gunbreaker's Wisdom modifier.

Heart of Light (Su): At 9th level, the gunbreaker's reflexes greatly increase due to his training. He applies his Wisdom modifier as a bonus to all Reflex saving throws. This does not stack with any other ability that applies a modifier to Reflex saves.

Continuation (Ex): At 10th level, the gunbreaker's skill has allowed him learn how to mix his attacks with those of his techniques. When making a full attack action, he can declare the use of continuation. This lowers his AC by 4, takes a -2 penalty to all attack rolls made for 1 round, and at the end of the full attack, he also performs a single gun arm technique that requires a standard action as part of the full attack action. This ability can be used a number of times per day equal to the gunbreaker's Wisdom modifier.

Royal Guard (Su): At 11th level, the gunbreaker is adept at protecting his nearby allies, bestowing his magical aura to those nearest him. Adjacent allies gain the effects of the gunbreaker's Heart of Stone and Heart of Light abilities. At 15th level, the range increases to allies within 10 feet and at 20th level, all allies within 20 feet gain these effects. If the gunbreaker is unconscious, helpless, or otherwise unable to act, this bonus to allies is lost.

Advanced Gunbreaker Talent (Ex or Su): At 12th level, the gunbreaker can choose an advanced gunbreaker talent in place of a regular talent. He must meet the prerequisites to choose an advanced gunbreaker talent.

Advanced Form-Switch (Ex): The gunbreaker can use Form-Switch as a swift action instead or freely during a full attack. This allows him to make as many additional off-hand attack as he has the feats for, though he must switch forms for each off-hand attack. ~~The gunbreaker can use Form-Switch as a swift action instead.~~
Prerequisite: The gunbreaker must have the improved form-switch gunbreaker talent to select this advanced talent.

Aurora Mastery (Su): The gunbreaker gains an additional use of Aurora per day and can use it as a free action. **Prerequisite:** The gunbreaker must have the extra aurora gunbreaker talent to select this advanced talent.

Beast's Roar (Ex): The gunbreaker can let out a rallying cry as a move action to increase the ferocity of his allies who can hear him in 30 feet. Allies within range gain a +2 morale bonus to attack and damage rolls for a number of rounds equal to the gunbreaker's Wisdom modifier. This ability can be used a number of times per day equal to the gunbreaker's Wisdom modifier.

Bow Shock (Ex): Critical hits now apply all effects at once from Ready to Tear, Ready to Gouge, and Sonic Break. **Prerequisites:** The gunbreaker must have the ready to rip, ready to gouge, ready to tear, and sonic break gunbreaker talents to select this advanced talent.

~~Combat Ready: A gunbreaker that selects this talent gains a bonus combat feat.~~

Extra Gun Arm Mastery (Ex): The gunbreaker may choose an additional Gun Arm Mastery from his list of options. **Prerequisite:** The gunbreaker must have the gun arm mastery class feature to select this talent.

Furious Assault (Ex): These talents now stack with haste or similar effects that add extra attacks to a full attack. **Prerequisite:** The gunbreaker must have the flourishing assault or flurry of swings gunbreaker talent to select this talent.

Heavy Armor Mastery (Ex): The gunbreaker gains DR 2/- while in medium or heavy armor. This stacks with the damage reduction from armor made with Adamantine.

Improved Ranged Combat Training (Ex): The gunbreaker gains Snap shot and Clustered Shots as bonus feats for his gun arm's firearm attack even if he doesn't meet the prerequisites. If the gunbreaker has the lightning shot gun arm technique, it works with these feats and other feats that affects firearms. **Prerequisites:** The gunbreaker must have the ranged combat training and close combat shot gunbreaker talents to select this advanced talent.

Improved Uncanny Dodge (Ex): The gunbreaker can no longer be flanked. This defense denies an enemy the ability to gain a bonus on attack rolls by flanking him, unless the attacker has at least four more character levels than the gunbreaker does. **Prerequisite:** The gunbreaker must have uncanny dodge class feature or gunbreaker talent to select this advanced talent.

~~Jagged Fangs (Ex): The gunbreaker's presence and posture bestows fear to those who face him, granting him a circumstance bonus to Intimidate skill checks equal to half his gunbreaker level. In addition, anytime the gunbreaker drops a target below 0 HP with a gun arm, he can make a free Intimidate skill check on all targets who can see him within 30 feet to demoralize or taunt them.~~
The gunbreaker's presence and posture bestows fear to those who face him, granting him a circumstance bonus to Intimidate skill checks equal to half his gunbreaker level. In addition, anytime the gunbreaker drops a target below 0 HP with a gun arm, he can make a free Intimidate skill check on all targets who can see him within 30 feet to use his Antagonize feat against them.
Prerequisite: The gunbreaker must have the baring fangs and threat control gunbreaker talents to select this advanced talent.

Light Armor Mastery (Ex): The gunbreaker's movement speed increases by an additional 5 feet and he gains a +2 dodge bonus while in light or medium armor. **Prerequisite:** The gunbreaker must have the light armor training gunbreaker talent to select this advanced talent.

Powerful Nebula (Su): Activating Blast Shield can be done as a swift or immediate action. If used as a move or standard action, the effects affect all allies adjacent to the target. **Prerequisite:** The gunbreaker must have the nebula gunbreaker talent to select this talent.

Reaching Technique (Su): The gunbreaker's gun arm techniques have their respective range, cone or radius increased by 10 feet. **Prerequisite:** The gunbreaker must have a gun arm technique to select this advanced talent.

Sonic Break (Ex): The gunbreaker's critical hits can now *Deafen* the target for 1 round. He can only inflict the status effect once per critical hit. Multiple critical hits do not increase the duration. **Prerequisites:** The gunbreaker must have the ready to rip, ready to tear, and ready to gouge gunbreaker talents to select this advanced talent.

Greater Aurora (Su): At 13th level, the gunbreaker can spend three uses of Aurora to make it become an aura around himself or an ally. When used on himself or an ally within 30 feet this way, it explodes in a 15-ft.-aura around the target, granting allies within the aura half of the fast healing and AC bonus (rounded down). Only one instance of this aura can be active at any given time. The first instance ends upon using this ability again ends any other ongoing aurora effect and vice versa.

Gnashing Fang (Ex): At 14th level, the gunbreaker always aims for vital spots with a gun arm, looking to end the fight quickly. He increases the critical threat range with gun arms but not the firearm part of the gun arms by 1. This applies after all other effects that increase critical threat range.

Abdomen Tear (Ex): At 16th level, the gunbreaker's attacks become stronger with each passing swing, and firing. When making a full attack with a gun arm, he ignores a cumulative 2 points of damage reduction for each successful attack for the round. For example, the first successful attack ignores 2 points of DR, the second successful attack ignores 4 points of DR, and so on.

Perfect Aurora (Su): At 17th level, if the gunbreaker's hit points is ever dropped below 0, as an immediate action, he can expend 4 uses of of aurora to keep himself at 0 HP even if the attack would kill him.

Solid Barrel (Ex): At 19th level, the gunbreaker's gun arm cannot be disarmed or sundered while he is wielding it, and is no longer subject to misfires (if any).

Lion Heart (Su): At 20th level, the gunbreaker's mastery of gun arms and his magical energy to employ his weapon peaks. The DC of gun arm techniques increases by 2 and all aurora ability use cost lowers by 1 (minimum 1). In addition, he gains a bonus to confirm critical hits with his gun arm equal to his Wisdom modifier.