

## Musketeer

*Some fencers hold more strongly to a particular ideal of chivalry and teamwork than to the culture and practice of dueling. For these individuals, the path of the musketeer offers special training in light firearms and coordination in combat. With a musketeer on your side, you can be sure of quick support and a reliable comrade-in-arms.*

The musketeer is an archetype of the fencer class.

**Weapon Proficiencies:** The musketeer gains proficiency with one-handed firearms.

This ability modifies the fencer's starting weapon proficiencies.

**Musketeer Training (Ex):** At 1st level, the musketeer is treated as though he had the Two-Weapon Fighting feat so long as he is wielding a light or one-handed piercing weapon in one hand and a small or medium (one-handed) firearm together, and he does not invoke attacks of opportunity by firing his pistol. The musketeer gains Amateur Gunner and Gunsmithing as bonus feats, using his Charisma modifier in place of Wisdom for the former, but these feats only apply to pistols. Additionally, the musketeer gains a trainee pistol identical to the one gained by the gunner. As stated in the fencer class Panache ability and the gunner class Grit ability, the musketeer combines his grit and panache points into a single pool. While wielding a rapier and a pistol, all class features work as normal. All fencer class features still work while a musketeer is wielding a light or one-handed piercing weapon in one hand and a small or medium (one-handed) firearm in the other, even while two-weapon fighting with said weapons.

This ability replaces duelist stance.

**Chivalrous Deeds (Ex):** At 3rd level, a musketeer gains Rapid Reload as a bonus feat. The musketeer must choose pistols to associate with this feat. If the musketeer already has this feat, he may pick another Combat feat for which he meets the prerequisites. Additionally, the musketeer gains the following deed which he can use with his Amateur Gunner feat.

*All for One (Ex):* At 3rd level, as a swift action, the musketeer can spend 1 grit point to gain the benefits of a teamwork feat of his choice (for which he meets the prerequisites) for a number of rounds equal to 1 + his Charisma modifier. The musketeer can spend a total number of grit points up to his Charisma modifier, and share the feat with a number of allies equal to the additional grit points spent so long as they also meet its prerequisites. In addition, all allies affected (included the musketeer) gain a +2 circumstance bonus on attacks with light melee weapons and one-handed firearms. At 7th level, the musketeer gains the following deed which he can use with his Amateur Gunner feat.

This deed replaces menacing swordplay deed.

*One for All (Ex):* At 7th level, as a swift action, the musketeer can spend a number of grit points up to his Charisma modifier to share the benefits of his training with an equal number of allies. These allies must be within 30 feet of the musketeer when he first uses this deed in order for them to receive its benefits, which last for a number of rounds equal to 1 + his Charisma modifier. For the duration, his chosen allies no longer invoke attacks of opportunity by moving or by firing ranged weapons, and they add the musketeer's Charisma modifier as a circumstance bonus to their attack rolls. Additionally, if his chosen allies are wielding a light melee weapon or one-handed firearm, or are using two-weapon fighting, the circumstance bonus is doubled but the duration is halved.

This deed replaces superior feint deed.

**Hoist Petard (Ex):** At 10th level, the musketeer has come to recognize that desperate times can call for desperate measures. By expending a number of grit points up to his Charisma modifier and by taking a standard action to tinker with his pistol, he may overcharge a matching number of ammo rounds to increase their damage. For each overcharged ammo round, he adds his Charisma modifier to his attack with the pistol, and the pistol's damage increases by a number of dice equal to the number of grit points expended; however, the pistol's misfire range is increased by 1 for each grit point expended, and the musketeer takes half of the damage he would have dealt to his target on a misfire. If the musketeer succeeds on a Reflex save with a DC of  $10 + 2$  for every grit point expended, he further halves the damage taken. For example, expending 2 grit points would increase a medium-sized pistol's damage to 4d4 and its misfire range to 1-3, with 2d4 damage dealt to the musketeer on a misfire, but only 1d4 with a successful Reflex save on a DC of 14. The musketeer may use this ability a number of times per day equal to his Charisma modifier.

This ability replaces elaborate defense.