

Professional Duelist

For the most elite gunbreakers, their usual duties may eventually begin to seem dull and common-place. For those suffering from this sense of ennui, dueling can prove to be a compelling pastime - or even (for the especially mercenary or thrill-seeking) an exciting new form of employment. These swift-footed individuals hone their fighting style into a sequence of deadly repartees, and soon come to navigate the social battleground with equal deftness.

The professional duelist is an archetype of the gunbreaker class.

Class Skills: A professional duelist adds Bluff (Cha) to his list of class skills.

Duelist's Style: Starting at 1st level, all gunbreaker abilities that key off of Wisdom now key off of Charisma instead.

This ability replaces the gunbreaker's proficiency with shields, as well as medium and heavy armor.

Limit Break (Su): At 1st level, the professional duelist receives the Limit Break (Hummingstrike).

Hummingstrike (Su): This Limit Break allows the professional duelist to make an attack roll against all creatures within reach. Creatures that are hit by this attack take damage as normal and must make a Fortitude save (DC 10 + half of the gunbreaker's level + his Charisma modifier) or be inflicted with the Blind, Immobilized and Sap status effects for a duration of 1 round + 1 round per four gunbreaker levels after 1st.

This ability replaces the Limit Break (Superbolide).

Gunsmith: The professional duelist must choose a one-handed gun arm for his starting gun arm.

This ability modifies gunsmith.

Duelist Stance (Ex): At 1st level, a professional duelist gains a +1 dodge bonus to AC whilst wearing either no armor or light armor, wielding a one-handed gun arm in one hand, and keeping his offhand empty. This bonus increases by 1 for every five gunbreaker levels the professional duelist possesses, to a maximum of +5 at 20th level.

This ability replaces aurora.

Duelist Training (Ex): To a professional duelist, a gap in his foe's defenses offers an opportunity to weave a strike into their most vital spots. The professional duelist's attacks deal extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the professional duelist flanks his target. This extra damage is 1d6 at 2nd level, and increases by 1d6 every four gunbreaker levels thereafter. Ranged attacks can count as precision attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

This ability replaces the gunbreaker talents gained at 2nd, 6th, 10th, 14th, and 18th levels.

Evasion (Ex): At 2nd level, a professional duelist can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the professional duelist is wearing light armor, or no armor. A helpless professional duelist (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

This ability replaces heart of stone.

Extended Reach (Ex): At 3rd level, a professional duelist's footwork allows for daring, lunging attacks; his reach is increased by 5 feet, but only on the professional duelist's turn.

This ability replaces jugular rip.

Duelist Finesse (Ex): At 4th level, a professional duelist gains the benefits of the Weapon Finesse feat with any one-handed gun arm. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites. In addition, he can select any one-handed gun arm. Once this choice is made, it cannot be changed. Whenever he makes a successful melee attack with the selected gun arm, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the professional duelist from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier. If the professional duelist already has the Weapon Finesse feat, he may take another Combat Feat for which he meets the prerequisites.

This ability replaces a gunbreaker talent gained at 4th level.

Elaborate Parry (Ex): Also, at 4th level, a professional duelist gains a +1 deflection bonus to AC whilst wielding a one-handed gun arm. This bonus increases by 1 for every four gunbreaker levels beyond 4th (to a maximum of +5 at 20th level).

This ability replaces armor training.

Uncanny Dodge (Ex): Starting at 7th level, a professional duelist 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 professional duelist with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a professional duelist already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

This ability replaces improved aura.

Improved Evasion (Ex): At 9th level, a professional duelist's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon, but henceforth he takes only half damage on a failed save. A helpless professional duelist (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

This ability replaces heart of light.

Improved Uncanny Dodge (Ex): A professional duelist of 10th level or higher can no longer be flanked. This defense denies an opponent the ability to sneak attack the professional duelist by flanking him, unless the attacker has at least four more thief levels than the target has gunbreaker levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

This ability replaces continuation.

Counterattack (Ex): At 11th level, a professional duelist can make an attack of opportunity as an immediate action against an opponent who hits the professional duelist with a melee attack, so long as the attacking creature is within the professional duelist's reach.

This ability replaces royal guard.

Lightning Strike (Ex): At 13th level, as part of a full attack, a professional duelist can make one additional attack. This attack is at the professional duelist's highest base attack bonus, but each attack in the round (including the extra one) takes a –2 penalty. This bonus attack stacks with all bonus attacks gained from *haste* and similar effects.

This ability replaces greater aurora.

Surgical Strike (Ex): At 19th level, when a professional duelist confirms a critical hit with a one-handed gun arm, he deals ability damage in addition to the normal bonus damage from the critical hit. The professional duelist chooses which ability is damaged, and deals ability damage equal to the critical multiplier of the wielded weapon.

This ability replaces solid barrel.