

## Rook

*For those on the front lines of warfare, they have to choose one of two options; do they skirt and dodge and dive, outsmarting their foes with guile and agility? Or do they stand against the tide of foes, marching ever closer to them like an oncoming storm, bringing death and booming thunder in their wake? Rooks are gunners who choose the second path. To stand in the way of one, is to stand against the inevitable.*

The rook is an archetype of the gunner class.

**Weapon and Armor Proficiencies:** A rook is proficient with all simple and martial weapons, and with all firearms. He is also proficient with all armor (light, medium, and heavy), and shields (but not tower shields).

This ability modifies the standard gunner weapon and armor proficiencies.

**Frontliner:** A rook is a gunner who casts aside the gunslinging backliner role in favor of a position at the forefront of battle. They have good fortitude saves and poor reflex saves.

This ability modifies the standard gunner saving throws.

**Gunner Style (Ex):** At 1st level, the rook is treated as having one of the following feats: Deadly Aim, Point Blank Shot, Precise Shot, even if he does not have the normal prerequisites for that feat. Unlike a regular gunner, these feats also apply while wearing medium or heavy armor. In addition, the rook can use his Strength score instead of Dexterity to fulfill feat prerequisites.

This ability modifies gunner style.

**Grit (Ex):** At 1st level, a rook gains grit as a standard gunner. However, his extreme resilience and fortitude in a firefight lends him a way to gain grit.

*Near Miss:* Once per round, when an attack against the rook misses by 2 or less, the rook gains a grit point.

This ability replaces the ability to regain grit from a critical hit with a firearm.

**Deeds (Ex):** A rook has some unique deeds, which replace some of the standard gunner deeds as listed in each entry. These deeds follow all the general rules and restrictions of gunner deeds.

*Close and Personal (Ex):* At 1st level, the gunner may spend 1 grit point to target a single creature within 5 feet of him when he makes an attack. This attack does not have a penalty from attacking a creature engaged in melee, but still provokes an opportunity attack. When he does so, he makes a regular attack roll. If he hits, the attack deals an additional 2d4 points of damage, and the target is pushed back 5 feet. The target must also make a Fortitude save (DC 10 + half of the gunner's level + his Wisdom modifier) or be staggered until the end of their next turn.

This deed replaces the deadeye deed.

*Brace (Ex):* At 1st level, the rook can stand firm against a melee attacker. When a melee attack hits the rook, he can spend 1 grit point to gain 5/- DR against the attack. The rook may choose to use this ability after an attack is confirmed, but it must be before damage has been calculated. This DR increases by 2 at 4th, 8th, 12th, 16th, and 20th level.

This deed replaces the gunner's dodge deed.

*Improved Pistol Whip (Ex):* This deed is as the regular pistol whip deed, however, the damage increases to 1d8 points of damage (1d6 if wielded by Small creatures) for one-handed firearms, and 1d10 points of damage (1d8 if wielded by Small creatures) for two-handed firearms.

This deed replaces and enhances the pistol whip deed, and counts as the pistol whip deed for the purposes of feats and features that require it.

*Thick of It (Ex):* At 7th level, a rook becomes more deadly the longer he's in a fight. As a swift action, he may spend one grit point focusing his resolve, gaining a +1 morale bonus to his attack and damage rolls with firearms until the start of his next turn. If he spends another grit point on his next turn as a swift action, the bonus increases by 1, to a maximum of +5. This bonus stacking resets when he does not use a grit point in this way on his turn.

This deed replaces the dead shot deed.

**Sturdy Aiming (Ex):** At 2nd level, a rook can rely on his steady hand rather than precise focus to aim his weapon. He may use his Strength instead of Dexterity to make attack rolls with pistols, shotguns, machine guns, heavy autoteks, and cannons. To do so, the target must be within the first range increment, or within 30 feet, whichever is lower.

This ability replaces precision aiming.

**In the Fray (Ex):** Starting at 2nd level, a rook gains a +1 deflection bonus to AC if he did not move more than half of his maximum speed on his last turn. This bonus increases by +1 for every four gunner levels beyond 2nd level (to a maximum of +5 at 18th level).

This ability replaces nimble.

**Armor Training (Ex):** Starting at 3rd level, a rook learns to be more maneuverable while wearing armor. 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 gunner levels thereafter (7th, 11th, 15th and 19th), 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 rook can also move at his normal speed while wearing medium armor. At 7th level, a rook can move at his normal speed while wearing heavy armor.

This ability replaces sharp-shooting.

**Gun Training (Ex):** This feature is as the regular gun training feature, but when able to add his Strength modifier to attack rolls instead of Dexterity, he may also add his Strength modifier to the damage roll instead of Dexterity.

This ability modifies gun training.

**Gritty Evasion (Ex):** At 5th level, a rook can replace his ability to dodge with pure determination. Whenever an effect calls for him to make a Reflex save, he may spend a grit point to use his Fortitude save modifier instead. When he does so, he also gains Elemental Resistance against any subsequent damage equal to half of his Fortitude save modifier, rounded down.

This ability replaces evasion and improved evasion.

**Improved Gunner Style (Ex):** At 5th level, a rook's aptitude with his guns improves. He is treated as having one of the following feats or a feat from the previous ability: Grit, Point Blank Master, Stock-Striker Style, even

if he does not have the normal prerequisites for that feat. As with the first feats, these are not affected by wearing medium or heavy armor.

This ability modifies improved gunner style.

**Uncanny Resilience (Ex):** At 6th level, a rook is strongest in the thick of a fight. Whenever he spends a grit point, he gains a +2 deflection bonus to his AC for each grit point spent until the start of his next turn. This bonus stacks with itself, but as normal, not with other deflection bonuses.

This ability replaces uncanny dodge and improved uncanny dodge.

**Gunner Style Mastery (Ex):** At 10th level, a rook's aptitude with their guns improves again. He is treated as having one of the following feats or a feat from the previous two abilities: Stock-Striker Sweep and Shot on the Run, even if he does not have the normal prerequisites for that feat. As before, the benefits of this ability apply even while wearing medium or heavy armor.

This ability modifies gunner style mastery.

**Stand Your Ground (Su):** At 19th level, a rook becomes an immovable fortress of firepower and grit. At the start of his turn, he may use a swift action to set himself firmly in place. He cannot use his move action to move until the end of his next turn. Until then, he makes all his attacks at his highest BAB, and also gains 5/- DR. In addition, if he is reduced below 0 hit points, he is instead reduced to 0 hit points. The rook can use this ability a number of times per day equal to his Constitution modifier.

This ability replaces ranged specialist.