

## Scoundrel

*Sometimes playing the odds too much leads someone down a rough path where luck alone will not ward off all the consequences. In these cases, an edge of mercenary ruthlessness might be necessary to save a gambler's skin. Often surfacing in seedy underbellies, these sorts of scoundrels excel at taking dirty jobs and making quick getaways while saving face with their roguish charm and resolve.*

The scoundrel is an archetype of the gambler class.

**Class Skills:** The scoundrel adds Knowledge (technology) (Int), Navigate (Int), and Pilot (Dex) to his class skills. The scoundrel loses Disguise, Linguistics, and Use Magic Device as class skills.

**Weapon and Armor Proficiency:** The scoundrel are proficient with simple weapons and firearms (simple). He is also proficient with light armor, but not with any shields.

This ability replaces the gambler's starting weapon and armor proficiencies.

**Limit Break (Su):** At 1st level, the scoundrel receives the Limit Break (Out of the Blue).

*Out of the Blue (Su):* This Limit Break allows the scoundrel to perform a series of surprise attacks while deftly evading response. Upon activating this Limit Break, the scoundrel may spend a number of Luck Points up to his Charisma modifier. While this Limit Break is active, the scoundrel's melee and ranged attacks hit as though his targets were denied their Dexterity bonus to AC, and deal 1d6 points of precision damage for each Luck Point initially spent. In addition, the scoundrel's actions and movements do not provoke attacks of opportunity the first time he would normally do so in a round (but will provoke them as normal if taken a second time that round). This lasts for a duration of 1 round + 1 per four gambler levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Slot Machine).

**Lucky Shot (Ex):** At 1st level, the scoundrel gains Amateur Gunslinger and Gunsmithing as bonus feats. The scoundrel uses his Charisma modifier (minimum 1) in place of his Wisdom modifier when determining his maximum grit points and for any other abilities which use grit. Additionally, he also gains a battered gun identical to the one gained by the gunner.

At 10th level, the scoundrel's firearm skills grow apace with his luck. By spending a number of luck points up to his Charisma modifier, the scoundrel may attack a number of targets up to the number of luck points spent, as a standard action.

This ability replaces throwing cards and gil toss.

**Gunnery Talents (Ex):** As a scoundrel gains experience, he learns a number of talents that aid his marksmanship skills. Starting at 2nd level, a scoundrel gains one gunnery talent or gambler gambit. He gains an additional gunnery talent or gambler gambit for every two levels of gambler attained after 2nd level. A scoundrel must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once.

A complete list of gunnery talents can be found here: [Gunnery Talents](#)

This ability may replace gambler gambits.

**Daring Deeds (Ex):** At 4th level, a scoundrel gains Rapid Reload as a bonus feat. The scoundrel must choose a firearm to associate with this feat. If the scoundrel already has this feat, he may pick another Combat feat for

which he meets the prerequisites for. Additionally, the scoundrel gains the following deed which he can use with his Amateur Gunslinger feat.

- **Focused Aim (Ex):** As a swift action, the scoundrel can spend 1 grit point to gain a bonus on all firearm damage rolls equal to his Charisma modifier (minimum 1) with all firearm attacks he makes until the end of his turn.

At 7th level, the scoundrel gains the following deed which he can use with his Amateur Gunslinger feat.

- **Clipping Shot (Ex):** When the scoundrel misses with a firearm attack, he can spend 1 grit point to deal half the damage that attack would have dealt if it were a hit (roll damage normally). He can decide to use this deed and spend the grit point after making the attack. The cost of using this deed cannot be reduced with the Signature Deed feat or any other similar effect.

This ability replaces sharpened cards.

**This Deal's Getting Better All the Time (Ex):** At 5th level, the scoundrel adds half his scoundrel level to all Bluff, Diplomacy, Intimidate, and Sense Motive skill checks. In addition, the scoundrel may re-roll a result on a failed negotiation a number of times per day equal to his Charisma modifier.

This ability replaces professional gambler.

**Scoundrel's Fortune (Ex):** Starting at 5th level, a scoundrel can ignore a firearm misfire a number of times per day equal to his Charisma bonus. He can use this ability as a free action.

This ability replaces breaking even.

**Notorious Deeds (Ex):** At 7th level, a scoundrel can select two additional gunner deeds. The scoundrel can choose one deed from the list of deeds available to 1st-level gunners and one from the list available to 3rd-level gunners.

This ability replaces double or nothing.

**Flying Solo (Ex):** At 10th level, the scoundrel gains the Airship Operation feat. In addition, he may add half his gambler's level to his Profession (smuggler) and Pilot skill checks. If the scoundrel already has this feat, he may pick another Non-Combat feat for which he meets the prerequisites for.

This ability replaces gil rain.

**Shooting First (Ex):** At 10th level, for a number of times per day equal to his Charisma modifier, the scoundrel may, during a surprise round, make a ranged touch attack with a firearm against a target as an immediate action. A successful attack deals 1d6 of precision damage per two gambler levels after first. The target must make a Fortitude save (DC 10 + half of gambler's level + his Charisma modifier) or be dazed for a number of rounds equal to the scoundrel's Charisma modifier.

This ability replaces opportunist.

**Grit (Ex):** At 11th level, a scoundrel gains a number of grit points equal to his Charisma modifier (minimum 1) and gains the use of a single gunner deed. He can select any deed that a gunner of his gambler level -4 could use. At 14th level, and every three levels beyond 14th, the scoundrel gains another point of grit and another gunner deed that a gunner of his gambler level -4 could use. If he already has levels in gunner, he gains a bonus

to the maximum amount of grit he can have each day, equal to his Charisma modifier (if any) but gains no extra grit as the start of each day.

This ability replaces stalwart.

**Infamous Deeds (Ex):** At 18th level, a scoundrel can select two additional gunner deeds. The scoundrel can choose one deed from the list of deeds available to 7th-level gunners and one from the list available to 11th-level gunners.

This ability replaces skew favor.