

Altherian Craftsman [Profession]

You have learned the secret crafting techniques gifted by the god Althares to his chosen people.

Prerequisites: Native of Altheria, Skill Focus (Craft: flintlocks).

Benefit: You may craft Altherian-quality flintlocks and perform other special techniques when using the Craft (flintlocks) skill. See *Chapter 4 - Skills* for details.

Combat Firing [Fighter, General]

You have learned to use a particular ranged weapon in melee without letting your guard down.

Prerequisites: Proficiency with a ranged weapon, Combat Reflexes, Concentration 1 rank.

Benefit: You may fire your chosen ranged weapon in melee without provoking attacks of opportunity. For weapons that require reloading (such as flintlocks and crossbows), you may also attempt to reload the weapon in melee without provoking attacks of opportunity. To do this requires a successful Concentration check (DC 20). This does not enable you to reload the weapon any faster than usual, and if the weapon requires multiple rounds to reload, then you must succeed on the Concentration check each round or else you provoke attacks of opportunity that round.

Special: You may gain this feat more than once, choosing a different type of ranged weapon with which you are proficient each time.

Normal: Loading or firing a ranged weapon, including a flintlock, in a threatened square provokes attacks of opportunity.

Deadly Aim [Fighter, General]

You have become an expert marksman, enabling you to strike vulnerable spots with ruthless efficiency.

Prerequisites: Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11.

Benefit: When firing your chosen weapon, your critical multiplier is increased by one (for example, a x3 critical multiplier becomes x4).

Special: This feat may only be chosen with a ranged weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

This effect does not stack with any other effect that increases the critical multiplier of a given weapon, but it does stack with the Improved Critical feat and other effects that increase a weapon's threat range (though such effects still do not stack with each other).



Multifire [Fighter, General]

You may fire two flintlock pistols simultaneously to devastating effect.

Prerequisites: Exotic Weapon Proficiency (flintlock pistols), Two-Weapon Fighting.

Benefit: As a standard action, you may fire two flintlock pistols at a single opponent within one range increment using a single attack roll. You suffer a -2 penalty to your attack roll in addition to the normal penalties associated with two-weapon fighting. If the single attack roll hits, then both rounds hit; if it misses, then both rounds miss. Roll damage separately for the two pistols if the attack hits. Damage reduction and other resistances apply separately against each round fired.

Special: You may only apply precision-based damage (such as sneak attack damage) once. If you score a critical hit, only one of the two rounds (your choice) is treated as a critical hit; the other is treated as a normal hit.

Quick Reload [Fighter, General]

You have learned to reload your flintlock quickly.

Prerequisites: Exotic Weapon Proficiency and Weapon Focus (any flintlock type).

Benefit: Select one type of flintlock with which you are proficient. You may reload this type of flintlock as a move-equivalent action. This action still provokes attacks of opportunity as normal.

Normal: Reloading a flintlock weapon is a full-round action.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take this feat, choose a different type of flintlock weaponry.

DONS

SHARPSHOOTER

(Tirieur de précision)



Weapon and Armor Proficiency: The Altherian Sharpshooter is proficient with all simple weapons and light armor.

Requirements:

To qualify as an Altherian Sharpshooter, a character must fulfill all the following criteria:

- **Concentration:** 4 ranks.
- **Craft (flintlocks):** 4 ranks.
- **Feats:** Exotic Weapon Proficiency (flintlock rifle), Hawk-Eyed, Point Blank Shot, Precise Shot, and Weapon Focus (flintlock rifle).
- **Other:** Must possess a masterwork Altherian flintlock rifle.

Hit Die: d8

Skill Points: 4 + Intelligence modifier.

Class Skills: Altherian Sharpshooters have the following class skills (with the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any, including flintlocks) (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Profession (Wis), Ride (Dex), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Altherian Sharpshooter prestige class.

Ranged Sneak Attack: When using an Altherian flintlock rifle, the Altherian Sharpshooter gains the ability to fire shots that strike vulnerable areas for extra damage. This ability works exactly like a rogue's sneak attack, except that the target must be at least 20 feet away and the Sharpshooter's sneak attack damage is good out to the maximum range specified by this ability (30 feet at 1st level, 60 feet at 2nd level, 90 feet at 3rd level, and 110 feet at 5th level). Gaining this bonus damage requires the Sharpshooter to aim carefully, so he may only make a ranged sneak attack when using the full attack action. This ability may be combined with the Dead Eye ability. The bonus dice of damage from this ability stack with sneak attack damage dice from other classes.

Focused Training: At 2nd level the Altherian Sharpshooter gains Quick Reload (Altherian flintlock rifles only) as a bonus feat. At 4th level the Altherian Sharpshooter gains Weapon Specialization (flintlock rifle) as a bonus feat.

Steady Hands: At 3rd level, when firing an Altherian flintlock rifle, the Sharpshooter ignores penalties incurred from movement and uneven terrain. He also gains the benefits of the Shot on the Run feat.

Deadly Aim: At 4th level, when firing an Altherian flintlock rifle, the Sharpshooter gains the benefits of the Deadly Aim feat.

Table 6-1: Altherian Sharpshooter Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	-2	+0	Range Sneak Attack +1d6
2nd	+2	+0	+3	+0	Extended Sneak Attack Range 60ft, Focused Training
3rd	+3	+1	+3	+1	Extended Sneak Attack Range 90ft, Range Sneak Attack +2d6
4th	+4	+1	+4	+1	Steady Hands, Deadly Aim, Focused Training
5th	+5	+2	+4	+2	Extended Sneak Attack Range 110ft, Range Sneak Attack +3d6, Dead Eye



TRIGGERMAGE

(Flinguen arcanaliste)

Dead Eye (Ex): At 5th level, the Sharpshooter may fire his flintlock rifle with deadly accuracy. As a standard action, the Sharpshooter may take a single shot at any target within range. He must succeed on a Concentration check (DC 10 + 5 per range increment beyond the first). If the check fails, then the attack is resolved as a normal attack and deals its normal damage if it hits. If the check succeeds, then the attack is resolved as a ranged touch attack. If the ranged touch attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the ranged touch attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Requirements:

To qualify as an Altherian Triggermage, a character must fulfill the following criteria:

- **Concentration:** 8 ranks.
- **Knowledge (arcana):** 6 ranks.

Table 6-2: Altherian Triggermage Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Enrune Flintlock, Rune Gun +1	
2nd	+1	+0	+3	+3	Empower Rune Gun: Ghost	+1 level in existing class
3rd	+2	+1	+3	+3	Rune Gun +2	
4th	+3	+1	+4	+4	Empower Rune Gun: Seeker	+1 level in existing class
5th	+3	+2	+4	+4	Rune Gun +3	
6th	+4	+2	+5	+5	Imbue Bullet, Empower Rune Gun: Fire's Kiss	+1 level in existing class
7th	+5	+3	+5	+5	Rune Gun +4	
8th	+6	+3	+6	+6	Improved Imbue Bullet, Empower Rune Gun: Magic Bullet	+1 level in existing class
9th	+6	+4	+6	+6	Rune Gun +5	
10th	+7	+4	+7	+7	Imbue Gun	+1 level in existing class

PRESTIGE CLASSES • Altherian Triggermage

- **Spellcraft:** 7 ranks.
- **Feats:** Exotic Weapon Proficiency (any flintlock), Point Blank Shot, Precise Shot, Weapon Focus (any flintlock).
- **Other:** Must be able to cast 2nd level arcane or divine spells.
- **Special:** Altherian or have served in the Shining Patrol.

Hit Die: d6

Skill Points: 2 + Intelligence modifier.

Class Skills: The Triggermage's class skills (with the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Spot (Wis).

Class Features:

The following are class features of the Triggermage prestige class.

Weapon and Armor Proficiencies: A Triggermage gains no additional armor or weapon proficiencies.

Spells per Day: A Triggermage continues to advance in spellcasting ability, albeit at a slowed rate. The character gains new spells per day as if she had also gained a level in one of her previous spellcasting classes. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, feats, *wild shape* abilities, and so on). The character must decide upon gaining this level which spellcasting class will be effectively increased and may not change this at a later date.

Enrune Flintlock (Su): At 1st level the Triggermage creates a special bond with his flintlock. By inscribing his flintlock with magical runes and performing a complex ritual the Triggermage develops a magical bond with his weapons, allowing him to imbue it with some of his own essence. A Triggermage may only have such a bond with two flintlocks at a time, in any combination. Performing the ritual and inscribing each flintlock takes 20 days and 500 gp in specially treated components. If for any reason one of the enruned flintlocks are ever lost or destroyed the Triggermage may enrune a new flintlock without restriction, but suffers a -1 circumstance penalty to hit for the next 30 days after enruning the new flintlock as he finds he must get use to the new "feel" of the weapon. Only masterwork, greater masterwork, or legendary Altherian flintlock rifles and pistols may be enruned. If the character forges the flintlocks he is to enrune himself, the cost of the ritual is waived and the Triggermage gains an additional +1 circumstance bonus to hit with his flintlock. The enruning process supercedes any other enchantment which is or might be placed upon the flintlock unless it is an ability provided by this prestige class.

Empower Rune Gun (Sp): By channeling a spell into his Rune Gun slot the Triggermage may empower his flintlock with magical energy causing the weapon's runes to glow with power. As the Triggermage increases in power they learn how to tap new powers in their weapons. Each power remains active for one shot per Triggermage level. Empowering a Run Gun takes a full round action, and only one such power may be active at a time. If the Triggermage tries to Empower an already Empowered Rune Gun, the new power supersedes the old one (which is lost).

Enhance Rune Gun (Su): As the Triggermage advances in level the power of his weapons grow with him, at levels 1, 3, 5, 7, and 9 the Triggermage's enruned Flintlocks gain a +1 enhancement bonus, but only when being used by the Triggermage. In the hands of anyone else (even another Triggermage) these flintlocks are just the equivalent non-magical weapon.

Imbue Bullet (Sp): At 6th level, once per day, a Triggermage may imbue their bullets with magical power. As a full-round action the Triggermage may cast a spell onto a loaded flintlock and fire with that gun. When the gun is fired the spell's effect is centered upon the struck target. This ability allows the Triggermage to use the flintlock's range rather than the spell's range. If the shot misses its target, or the target takes no damage from the bullet, the spell has no effect and is discharged harmlessly.

Improved Imbue Bullet (Sp): As *Imbue Bullet*, except that the Triggermage may now use this spell-like ability as a standard action. In addition, any flintlock fired by the Triggermage is considered magical for purposes of damage reduction, though they have no innate enhancement bonus.

Imbue Gun (Sp): The Triggermage may now use his magical abilities upon his gun, not just his bullets. This ability works as *Improved Imbue Bullet*, except that if the Triggermage misses with his shot the spell remains on the gun, and may be used for the next shot with that flintlock. The spell will remain on the flintlock for a number of rounds equal to the Triggermage's Intelligence modifier (if positive), unless successfully discharged before then. Also, the Triggermage may choose, when making an attack roll, to have the bullet or spell have no effect upon his target, though when choosing to have the bullet deal no damage the Triggermage must still hit his target's full AC in order for the spell to take effect. If the spell has no effect then it is treated as if the shot had missed for purposes of duration of this ability.

Power	Level Gained	Description
Ghost	2 nd	All shots fired by the Empowered Rune Gun gain the <i>ghost touch</i> weapon ability.
Seeker	4 th	All shots fired by the Empowered Rune Gun ignore cover and concealment.
Fire's Kiss	6 th	The flintlock gains the <i>flaming burst</i> weapon ability.
Magic Bullet	8 th	With one shot the Triggermage may gain multiple attacks provided his base attack bonus provides for multiple attacks. Each <i>magic bullet</i> must be fired at the same target.



PISTOLEER

(Pistoleer)

Table 6-25: Pistoleer Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Two-Handed Quickdraw
2nd	+2	+0	+3	+0	Focused Training
3rd	+3	+1	+3	+1	Lightning Hands, Steady Hand
4th	+4	+1	+4	+1	Dead Shot
5th	+5	+2	+4	+2	Fire Reflexively

Requirements:

To qualify to become a Pistoleer, a character must fulfill all the following criteria:

- **Base Attack:** +5.
- **Concentration:** 5 ranks.
- **Craft (flintlocks):** 5 ranks.
- **Feats:** Exotic Weapon Proficiency (flintlock pistol), Point Blank Shot, Two-Weapon Fighting, Weapon Focus (flintlock pistol).

Hit Die: d8

Skill Points: 2 + Intelligence modifier.

Class Skills: The Pistoleer's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (flintlocks) (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

All of the following are class features of the Pistoleer prestige class.

Weapon and Armor Proficiency: The Pistoleer is proficient with all simple and martial weapons, light armor, medium armor, and shields (but not tower shields).

Two-Handed Quickdraw (Ex): At first level the Pistoleer gains the ability to draw two pistols, one with each hand, as a free action.

Focused Training (Ex): At 2nd level the Pistoleer gains Weapon Specialization (flintlock pistol) and Combat Firing (pistols only) as bonus feats even though she may not meet all the normal prerequisites.

Steady Hands (Ex): At 3rd level, when firing a pistol, the Pistoleer ignores penalties incurred from movement and uneven terrain, (e.g. firing when mounted, firing on uneven ground).

Lightning Hands (Ex): At 3rd level the Pistoleer may discard a pistol and draw another pistol as a free action. In addition the Pistoleer may draw an equipped pistol from another friendly character within reach as a free action.

suite des capacités de la
classe du pistoleer;

though this does draw an attack of opportunity from any adjacent enemies. The Pistoleer may not draw a pistol being wielded or a pistol she is unaware of.

Dead Shot (Ex): At 4th level, once per round, the Pistoleer may declare an attack with a flintlock pistol that he makes against a flat-footed opponent as a Dead Shot. If the attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Fire Reflexively (Ex): At 5th level, while armed with a pistol, a Pistoleer may always fire first at the beginning of combat if she so desires (unless faced by another Pistoleer). She is still considered flat-footed (unless a class ability or spell provides otherwise) until her normal initiative comes up, and she can take no other actions other than firing one or more pistols. When firing reflexively, the Pistoleer can only get off one shot per point of Dexterity bonus (provided she has a sufficient number of ready and available pistols). Any pistol to be used in conjunction with this ability must be able to be retrieved by a free, *immediate* or *swift* action.

Weapon Tables ■ WEAPONS & EQUIPMENT

Exotic Melee Weapons						
Light Melee weapons						
Drusus ³	370 gp	2d4	19-20/x3	-	4 lb	S/P
Unden Knife ³	5 gp	1d4+1	18-20/x2	5'	1 lb	S/P
Warfan ³	10 gp	1d6	19-20/x3	-	1 lb	S/P

One-Handed Melee Weapons						
Chain Sword ^{3,4}	500 gp	1d8	x2	-	4 lb	S
Kio Sword ³	1,000 gp	1d8	18-20/x2	-	3 lb	S/P
Steel Whip ^{3,4}	15 gp	1d6	19-20/x2	-	6 lb	S

Two-Handed Melee Weapons						
Amplus Machaera (grandblade)	150 gp	2d8	19-20/x2	-	30 lb	S
Crocodile Sword ³	60 gp	1d8	19-20/x2	-	13 lb	S
Double Spear ⁵	50 gp	1d6/1d6	19-20/x2	-	10 lb	B/P
Mancatcher Staff ^{3,4,6}	30 gp	1d4	x2	-	5 lb	P
Spiral Spear ^{1,3}	135 gp	1d10	x3	15'	7 lb	P
Tralian Hammer ³	145 gp	2d8	x3	-	18 lb	B/P
Tremarian Sworock ^{3,4}	150 gp	2d4	-	-	20 lb	B/S
Yhark ³	70 gp	1d10/1d6	x3	-	20 lb	S/B

Special						
Cafelan Combat Cloak ³	15 gp	Special	x2	-	2 lb	
Tail Bracer	30 gp	1d8	x2	-	10 lb	B/P

Exotic Ranged Weapons						
Bola, Voer ³	50 gp	1d8	x3	15'	18 lb	B/P
Boomerang Axe ³	9 gp	1d6	x2	10'	5 lb	S
Chain Net ³	100 gp	1d4	-	5'	25 lb	B
Disc Crossbow, Repeating	65 gp	1d6	18-20/x2	100'	10 lb	P
Discs (6 round clip)	5 gp	-	-	-	1 lb	-

Flintlocks						
One-Handed Flintlocks						
Altherian Flintlock, Pistol ³	400 gp*	3d4	19-20/x3	50'	5 lb	P
Altherian Scattergun ³	400 gp*	2d4	x2	20'	15 lb	P
Pistol, small ^{2,3}	600 gp	2d4	x3	30'	5 lb	P
Blaspowder, 10 shots	50 gp	-	-	-	1 lb	-

Two-Handed Flintlocks						
Altherian Flintlock, Rifle	500 gp*	4d4	19-20/x3	100'	15 lb	P
Blunderbuss ^{2,3}	400 gp	3d6	-	20' cone	30 lb	P

Grenade-like Weapons						
Fragmentation Bomb ³	50 gp	2d6	N/A	10'	2 lb	P+ Fire

Siege Weapons						
Cannon, Field ³	1500 gp	-	N/A	200'	1000 lb	-
Field Cannonball ³	100 gp	6d6	-	-	15 lb	B
Field Mortar Shell ³	300 gp	5d6	-	-	20 lb	P+ Fire

Cannon, Siege ³	2500 gp	-	N/A	300'	2800 lb	-
Siege Cannonball ³	150 gp	10d6	-	-	25 lb	B
Siege Mortar Shell ³	450 gp	8d6	-	-	30 lb	P+ Fire

1. This weapon inflicts double damage when a readied action is used to hit a charging opponent.
2. This weapon may misfire. See the misfire rules see Table 7-3 Flintlock Misfires for more details.
3. This weapon has special rules or abilities. See the weapon's description for more details.
4. This weapon has reach.
5. This weapon is a double weapon.
6. This weapon only deals nonlethal damage.

* Upon character creation, Altherian characters enjoy a 25% discount when buying these weapons. They may also receive this discount when buying flintlocks in Altheria. The price of these weapons may also be lowered with the successful use of the Black Market skill (see Chapter 4 - Skills).

flintlock pistol may be concealed, but the concealer suffers a -8 penalty on his Sleight of Hand skill check. Only one pistol may be concealed on any Small or Medium-sized creature. An Altherian flintlock rifle may never be concealed.

Reloading-

Reloading an Altherian flintlock is a full-round action that provokes attacks of opportunity. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

Flintlocks in Melee (*Pistols/Shotguns*)

Altherian flintlocks have been reinforced so that they may be used as melee weapons when no other weapon is available. Though extended use of an Altherian flintlock in this manner is not encouraged, it is still a valid option in emergencies. When used in this manner, treat the Altherian flintlock rifle as a great club and the pistol as a light mace. When you are wielding a flintlock, you must decide at the start of your combat round if you are wielding it as a ranged weapon or a melee weapon. You may only change the "mode" of the weapon once per combat round and only on your turn. You may not change the mode between the iterative attacks of a full attack action. You may change the mode either before or after you make your first attack with it for the round, but not both.

When you draw a flintlock you decide as part of that action whether you are drawing it as a melee weapon or as a ranged weapon. You may not both draw a flintlock and then subsequently change the orientation of that flintlock on the same turn, even if you drew it as a free action. For example, you cannot draw a flintlock as a ranged weapon, make a full attack with it, and then change its orientation to melee all on the same turn.

Changing the mode of your flintlock after drawing it requires the same type of action as drawing it (a move-equivalent action for most characters, or a free action for characters with the Quick Draw feat or an equivalent ability that specifically allows them to draw flintlocks as a free action). If you have at least a +1 base attack bonus and the flintlock is already in your hands at the start of your turn, you may change its mode as part of a normal move (exactly as any other weapon) but you may still not change its orientation more than once per round.

When you are wielding a flintlock with a weapon attachment or a bayonet, you still have to decide whether or not you are wielding it as a melee weapon or as a ranged weapon. Changing modes follows exactly the same rules as described above. The grip and the way you orient yourself is quite different for any flintlock when held as a melee weapon than for that same flintlock held in the firing position.

Prior to your first turn in combat, if you began that combat with a flintlock in hand, you are assumed to be wielding it as a ranged weapon unless you specifically stated otherwise at the time you drew it (i.e. before combat started). For example, if you have a flintlock rifle in your hands at the start of combat, even if you

have the Combat Reflexes feat, you cannot use the rifle to make a melee attack of opportunity before your first turn in the initiative order because you are assumed to be holding the rifle in the position to make ranged attacks, not melee attacks. On your first turn you could switch to using the rifle as a greatclub and start making melee attacks with it.

Gaining weapon proficiency with flintlock pistols or rifles does not automatically allow you to wield the "equivalent" weapon type as though you are proficient with it. For example, if you are proficient with flintlock rifles, but not with greatclubs, you suffer the standard -4 non-proficiency penalty when wielding the rifle as a club. Regardless of proficiency, weapon-specific feats that you take for a flintlock as a ranged weapon do not give you their benefits when you wield that flintlock as a melee weapon. For example, if you have Weapon Focus (flintlock pistols) you do not get the bonus from that feat when wielding a flintlock pistol in melee. Weapon-specific feats that you take for the melee "version" do give their benefits when you wield a flintlock in melee that is the equivalent of the weapon for which you have the feat. For example, if you have Weapon Focus (light mace) you get a +1 bonus on your attack rolls when wielding in a flintlock pistol as a melee weapon, since it is treated as a light mace.

You cannot wield a flintlock as a double weapon (i.e. you cannot use the two-weapon fighting rules to make both melee and ranged attacks as part of a single full attack action), but you can have the butt of the weapon enchanted separately from the barrel as a melee weapon. To do this would require you to pay the cost of a masterwork weapon of the appropriate type (such as light mace for pistols and greatclub for rifles). Any enhancement bonus or other special properties that the melee "end" of the weapon has do not activate or provide any bonuses when you wield it as a missile weapon, and vice versa.

Flintlock Pistol, Small

Created by the gnome gunsmith Kolter of Freeport, this miniature version of the Altherian flintlock pistol has become quite popular among the denizens of the Pirate Isles as well as the guilds of Censure. Being half the size of an Altherian flintlock pistol, the "Kolter surprise" is much easier to conceal. Though it is less powerful than its Altherian counterpart, this weapon has become a staple of most underworld elements. The normal -8 circumstance penalty on Sleight of Hand skill checks when attempting to conceal an Altherian flintlock is reduced to -4 for one of these weapons. A Small or Medium-size character may never hide more than two of these weapons on his person at any one time. If any flintlock modification is added to this weapon, it loses its special ability to be more-easily concealed.

Reloading

Reloading a Kolter surprise is a full-round action that provokes attacks of opportunity. If any attack of opportunity is successful (deals damage), the weapon may not be reloaded unless the character reloading the weapon succeeds on a Concentration check (DC 10 plus the damage dealt by the attack).

The Kolter Surprise in Melee

The Kolter surprise may not be used in melee without specific flintlock modifications.