

Ambusher

The ambusher is a formidable foe, that follows a strict code of honor, even in the lowest ranks of assassins. The ambusher specializes in dealing death from afar, without revealing her position. While not as adept from extreme ranges, up close the ambusher is still very capable. Traps are not unfamiliar to the ambusher, and often see use among their type.

The ambusher is an archetype of the archer class.

Archetype Main Ability Scores: The ambusher mainly focuses on DEX for martial combat and DEX and WIS for their class features.

Archetype Feature Replacements: 1st – [Limit Breaks](#). 2nd – [Archery Talent](#), [Hawkeye](#). 3rd – [Agile Archer](#). 4th – [Archery Talent](#). 6th – [Archery Talent](#), [Fast Movement](#). 7th – [Quick Shot](#). 8th – [Archery Talent](#). 10th – [Archery Talent](#). 11th – [Ranged Cleave](#). 12th – [Archery Talent](#). 14th – [Archery Talent](#). 15th – [Racking Critical](#). 16th – [Archery Talent](#). 17th – [Volley](#). 18th – [Archery Talent](#). 19th – [Aim Mastery](#). 20th – [Archery Talent](#).

Class Skills: The ambusher adds Disable Device and Use Magic Device to her list as class skills. This replaces Heal and Knowledge (Geography) as class skills.

Limit Break (Su): At 1st level, the ambusher receives the Limit Break (Incapacitating Fire).

Incapacitating Fire (Su): This Limit Break allows the ambusher to constrain his foes. For a duration of 1 round + 1 round per four archer levels after 1st, the first ranged attack that deals damage in a round causes that foe to make a Fortitude save (DC 10 + half of the archer's level + her Wisdom modifier) or become Paralyzed for 1 round + 1 round per four archer levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Trueshot Arrow).

Trapfinding (Ex): At 2nd level, an ambusher adds half her archer level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A ambusher can use Disable Device to disarm magic traps.

This ability replaces an archery talent gained at 2nd level.

Expert Sneak (Ex): Beginning at 2nd level, the ambusher adds half of her archer level to Stealth checks. The ambusher may move at her normal speed while under stealth without penalties. This ability can only be used while the ambusher is wearing light or no armor.

This ability replaces hawkeye.

Sneaky Shot (Ex): Beginning at 3rd level, when the ambusher makes a ranged attack with a bow or crossbow while under stealth, she may add double her Dexterity modifier to her damage.

This ability replaces agile archer.

Trap (Ex): At 4th level, an ambusher learns how to create a [snare trap](#) and one other [trap](#) of her choice.

At 6th level and every two archer levels thereafter, she learns another trap. The ambusher can use these traps a total number of times per day equal to half her archer level + her Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The ambusher cannot select an individual trap more than once.

This ability replaces archery talents gained at 4th level and higher.

Trackless Step (Ex): At 6th level, an ambusher leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

This ability replaces fast movement.

Improved Sneaky Shot (Ex): At 7th level, the ambusher now adds double her Dexterity modifier to her damage when using a bow or crossbow against any target within 30 feet. She triples this bonus when attacking from stealth instead.

This ability replaces quick shot.

Launch Trap (Ex): At 11th level, an ambusher can affix a magical [trap](#) to an arrow or crossbow bolt, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired in the normal manner. If fired at a square, the trap is treated as if the ranger had set the trap in that square, except the DC is 5 lower than normal. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.

This ability replaces ranged cleave.

Flawless Stride (Ex): Starting at 15th level, an ambusher can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) and through her own traps without setting them off at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. An ambusher loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

This ability replaces racking critical.

Hide in Plain Sight (Ex): At 17th level, the ambusher can use the Stealth skill even while being observed.

This ability replaces volley.

Trap Expertise (Ex): At 19th level, up to 3 times per day, as a swift action, an ambusher may trigger her traps twice or double the trap's damage.

This ability replaces aim mastery.